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ISSUE 2

SONIC™
SUPER SPECIAL

Tracy Yardley!

SONIC SUPER SPECIAL

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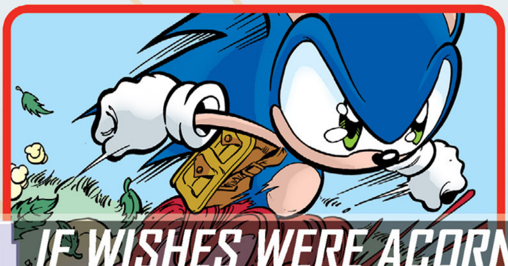

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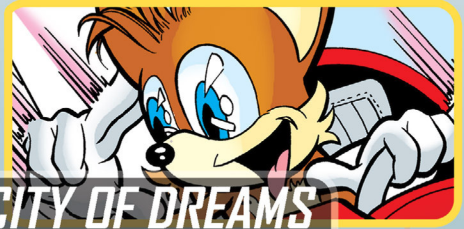
IF WISHES WERE ACORNS

The Freedom Fighters are about to embark on a mission to the Hidden City of the Ancients. What dangers lie in this mysterious metropolis?



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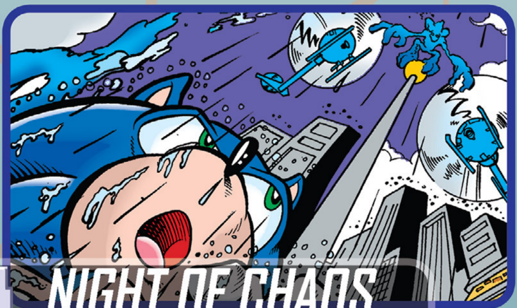
Welcome to Station Square, a utopian city that has been hidden for years... until now!



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A water monster guided by Robotnik? It's got to be CHAOS, the god of destruction! Is Sonic fast enough to stop this creature before it destroys the city?

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Chaos has transformed into a fearsome beast and is threatening to wash away the hidden city! Can Super Sonic settle the score, or will he just get super soaked?!

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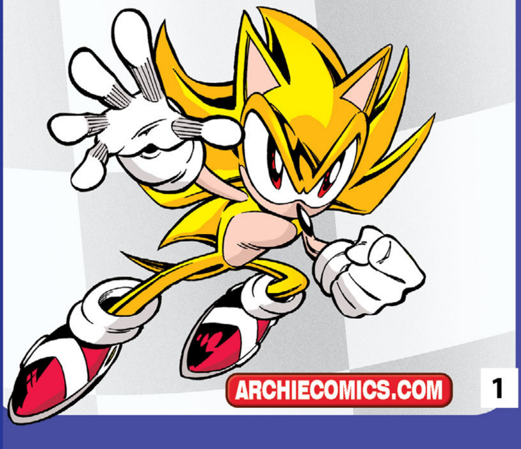

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SONIC GRAMS PRESENTS

HEY KIDS!

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WELCOME BACK !

Last fall, the very first SONIC SUPER SPECIAL MAGAZINE debuted, and thanks to all you fans out there, it became a gigantic success! You've been writing in to "SUPER SPECIAL DELIVERY" by the truck-full and we're proud to print as many as we can fit in this month's column! Make sure to keep writing in and let us know what you're likin', what you're lovin', or what's leaving you in the dust!

Dear 'Super Special Delivery',
Just read through the first issue of "Sonic Super Special Magazine" and I must say, it's a great way to stay up-to-date with all things Archie-Sonic, both in the real world, and in the comics. I loved all of it, and look forward to what you have to add in issue #2!

Awesome! Well, you've got issue #2 in your hands at this very moment, make sure y'all write back and let us know what you think!

Perhaps in the future you could have space for quick 5-page new stories as well? Perhaps written by writers and illustrated by others who haven't had a chance on the comic before?

Ask and you shall receive! Check back next month for an ALL-NEW story featuring Sega's next hit video game - Sonic 4 Episode 2! In the meantime, the "Sonic: Timeline" in this very issue is brand new!

The Sonic Timeline is great, I love it.

That's the one!

1) When we were first introduced to Station Square, we were told that it was formed by a group of survivors from a plane crash. This plane was an iconic piece of scenery until the Xorda destroyed the mountain surrounding the city, has this been effectively ret-conned?

See the stories in this very issue for the full scoop on Station Square!

2.) When talking about the mutates, we see what looks to be Eddy the Yeti fighting alongside an Albion Templar. The problem with this is that this Yeti has cyborg parts, when Eddy was shown to be fully organic before Nate Morgan gave him those parts. Is this a different Yeti?

SUPER SPECIAL DELIVERY

It sure is! A relative, perhaps?

I love the lore-building and the interviews that you have, and I'm looking forward to hearing from TY! in the future as well as whatever surprises you have in store! Are you going to offer a subscription service for the Super Special Magazines? If you are, I would take it, please!

Sincerely,
Stephen C.
sent to sonic@archiecomics.com

Why yes, yes we are! Check archiecomics.com for all the details regarding the Sonic Super Special Magazine subscription! Thanks for writing in, Stephen!

Dear 'Super Special Delivery',
I enjoy your Sonic comics and this is the first time I'm writing to you!!

I enjoy your letter and this is my first time responding to it!

I have a few questions for you!
1) Will there be an army of 'Metal Freedom Fighters'?

I can't give anything away, but an army of Metal FF would certainly be cool! Keep an eye on the "Scrambled" arc over in Sonic Universe...

2) What is about the 'Ancient onyx' that looks like a chaos emerald but is not?

The Ancient Onyx, which nearly drove the Wolf Pack Nation into outright war with the Felidae, looks like a Chaos Emerald indeed! But what exactly its properties are remains a mystery! Keep and eye on STH and SU down the road for more details!

Last but not least, keep up the great, amazing and superb work!!

Kevin Lwee Y.
from Malaysia

Thanks, Kevin! Glad you're diggin' it!

Dear 'Super Special Delivery',
I have a request. Amy's character development is severely limited by her obsession with Sonic. She performed at her best in the "Treasure Team Tango" arc. In that story she was more concerned with fulfilling her duties as a Freedom Fighter, and it was nice to see there was more to her life than chasing Sonic. Please can you have Amy give up on Sonic?

Pinkcube,
L.A.
sent to sonic@archiecomics.com

A good point you raise there! Amy's role in the comic is about to take on some new meaning that will address exactly what you're talking about, and expand on her character in ways we've never seen before.

Dear 'Super Special Delivery',
Hiya! I've been a Sonic fan for a while now, but didn't really get into it until last summer, so I thought now was a good time to write in.

It is! Glad to have you aboard!

First off, I'd like to impress you by saying I went through 226 issues of Sonic comics in three weeks, really! It was my love for Sonic that gave me the drive.

If anyone out there would also like to be super-cool and read every issue, simply download the Sonic Comics app to your mobile device and get started!

Secondly, I'm curious. How can I get a job working for Archie Comics? I'm sure I'm pretty good.

I'm sure you are too! All I can say is keep practicing your art or writing and learn from the supremely talented creators that work on the book currently!

And last but not least, I notice that all the comments that end up in the comics start with 'Dear Sonic-Grams'. Is that your doing, or is it mandatory?

Curious and Way Past Cool,
Emily A.

A little bit of both! Thanks for writing in, Emily!

That's all for this edition of SUPER SPECIAL DELIVERY, See ya next time!

SUPER SHOUT-OUTS

"Needs more Shameless Plugs!" ~ Regis M. sent to sonic@archiecomics.com

"I love the Genesis saga. It's awesome, I don't own part 4, but I've seen it, and I love it." ~ Aaron G. sent to sonic@archiecomics.com

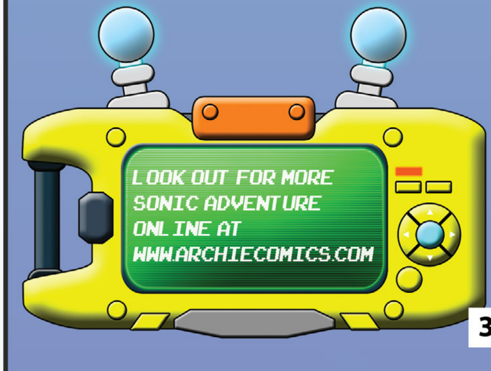
"I think that Dr. Robotnik kinda looks like my 6th grade teacher." ~ Lily B. from Washington

"'Genesis' was a perfect introduction to new fans and still keeps in line with the classic continuity." ~ Jordan from Austrailia

"The action and drama has increased by at least 500%!" ~ Sterling sent to sonic@archiecomics.com

"I loved the Scourge saga in Sonic Universe. Now what's going to happen? Scourge is on the loose!" ~ Abby from N.S. Canada

"I'll have the usual!" ~ Emily, B.C.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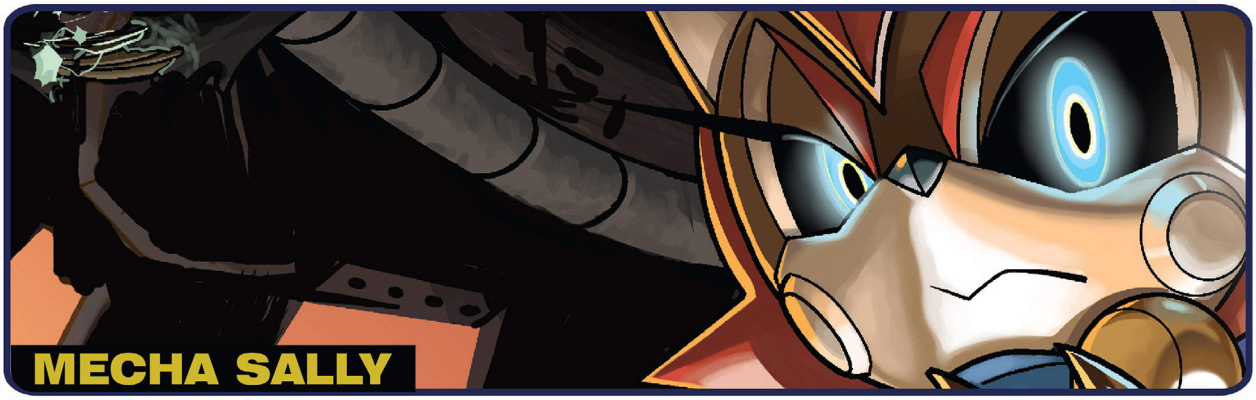
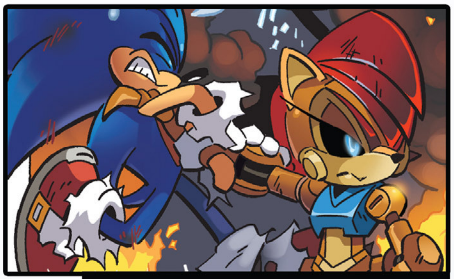
SONIC SUPER SPECIAL NEWS FLASH


MECHA SALLY

OH NO, MOBO! SALLY'S A ROBO!

EGGMAN'S NEWEST WEAPON, AND WHAT IT MEANS FOR THE FF

Over the Sonic the Hedgehog comics' 18+ year run, there have been many shocking moments indeed! The "death" of the original Robotnik in End Game, the destruction of Knothole and the reveal of the Iron Dominion to name but a few! But none quite as shocking as when in Sonic the Hedeghog #230, Princess Sally Acorn bravely sacrificed herself to save her friends, and in the process was horribly mutated into the being known as MECHA SALLY.


WORST. DATE. EVER.

MECHA SALLY GOES FROM SONIC'S GREATEST ALLY TO WORST ENEMY IN STH #231

With Sally's fate hanging in limbo following the events of STH#225 and "Genesis," both Sally fans and Sally haters alike stood waiting to find out if she would live or die. When the big reveal was unveiled at this year's New York Comic Con, the reaction was explosive! Sonic's friend, teammate and love of his life had been twisted by Eggman into a virtual living weapon. "It was delightful to see such a strong and passionate response," said writer Ian Flynn of the big reveal, "I'll never forget that room full of people gasping in unison."

"Around issue 200 I had the idea for Mecha Sally, and began laying the groundwork in the subsequent 30 issues" Flynn goes on to say. "The build-up to this one has been a long time coming."

ALL NEW HARDCOVERS!

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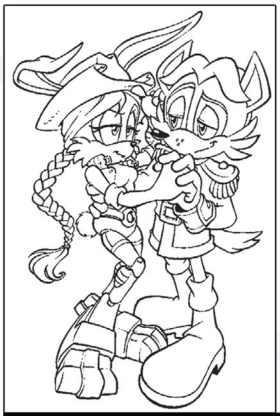
1
BEST OF SONIC THE HEDGEHOG COMICS
BEST OF SONIC THE HEDGEHOG COMICS
VOLUME 1

Look for more Mecha Sally action as the saga continues in upcoming issues of Sonic the Hedgehog and Sonic Universe! Her story is far from over!

A "RABBOT": NO MORE!

BUNNIE'S STARTLING TRANSFORMATION!



1ST COUPLE OF MOBIUS

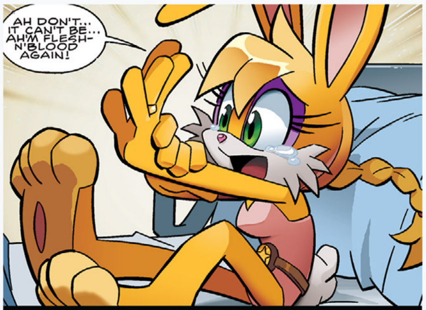
"AS LONG AS WE'RE TOGETHER, EVERYTHING WILL BE FINE" - ANTOINE, SONIC #232

As if the staggering sacrifice of Sally wasn't enough, Bunnie Rabbot appears to be the next Freedom Fighter to undergo some MAJOR changes in the post-Genesis world!

When Eggman launched his Titan Metal Sonic at New Mobotropolis in STH#231, it was up to the heavy hitters Bunnie and Ixis Naugus to put a stop to the monstrous Metal! While Naugus did manage to get himself together and crystalize the beast, Bunnie was caught in the crossfire and her robotic parts turned to crystal as well! When Naugus attempted to right the wrong, he shocked the city by turning Bunnie to flesh and blood again! The real question is, was this intentional, or possibly a by-product of Naugus post-Genesis psychosis?

Whether intentional or not, the loss of Bunnie's robotics are sure to have lasting effects on her place in the Freedom Fighters. The team has come to rely on Bunnie's flight, strength and projectile blasts as an invaluable asset in the field, and replacing that kind of firepower will surely be no easy task! As for Bunnie herself, her journey as a "normal" Mobian has only just begun.

"Bunnie is one of our strongest characters, but is, at the same time, vulnerable in many ways" adds writer Ian Flynn, "the upcoming adventures are really going to put her to the test."


AH DON'T... IT CAN'T BE... AH'M FLESH-N'BLOOD AGAIN!

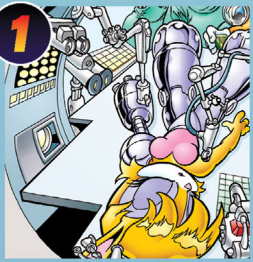
THE BUZZ ON BUNNIE

KING NAUGUS CHANGED BUNNIE TO FLESH & BLOOD, BUT DID HE MEAN TO?

OH MY STARS!

OUR TOP FIVE BUNNIE MOMENTS!

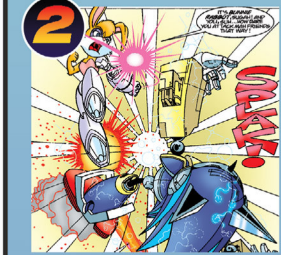
1



THE UPGRADE

(SSS#11) When life hands you robotic limbs via an evil genius, what do you do? You make hero-aid! Well, when those original robot parts went haywire, Bunnie opted for an upgrade!

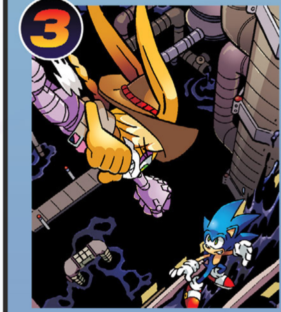
2


IT'S BUNNIE RABBOT, SUGAH! AND YOU, SUH... HOW DARE YOU ATTACK MAH FRIENDS THAT WAY!
SPLAK!

RAGING AGAINST THE MACHINE

(STH#39) What did the five robot fingers say to the Mecha-face? "SPLAK!" It was a battle of truly epic proportions when Bunnie went toe-to-toe with Mecha Sonic!

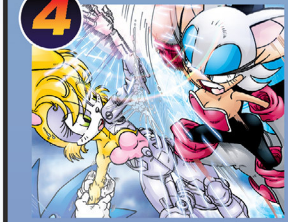
3



SONIC VS BUNNIE

(STH#218) Bunnie had just found and reconnected with her long-lost Uncle Beauregard, so you can hardly blame her for punching the first dude to mess with him! That dude just happened to be Sonic the Hedgehog!

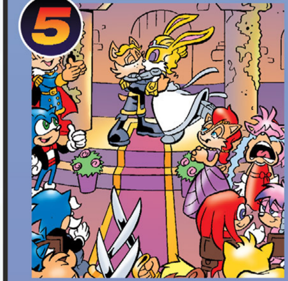
4



THE BAT FIGHT!

(STH#116) Who needs provocation to have a good ol' fashioned slug-fest? Not Bunnie or Rouge! Their fists start flying upon sight of each other! DING! DING!

5

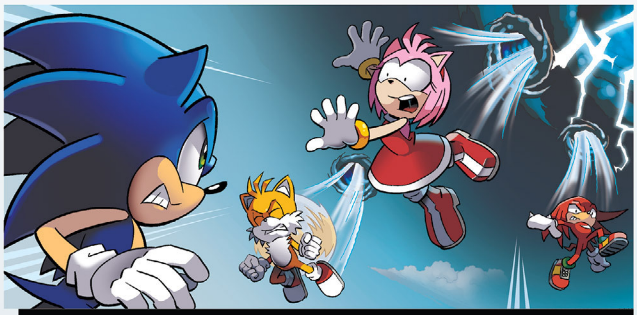


A ROYAL WEDDING

It was a long time coming, but Antoine and Bunnie finally tied the knot in the gala STH #174! The ceremony was lovely, unfortunately it took place before Eggman burned Knothole down!

REVIEW: SONIC GENERATIONS

Sonic Generations **takes the best elements from its predecessors and expands upon them to make what could be the best 3D Sonic game ever produced!**



STRANGE PORTALS, STRANGER MONSTER!

SONIC'S SUPRISE BIRTHDAY PARTY GETS CRASHED, AND IT'S UP TO TRUE BLUE TO RESCUE HIS FRIENDS!

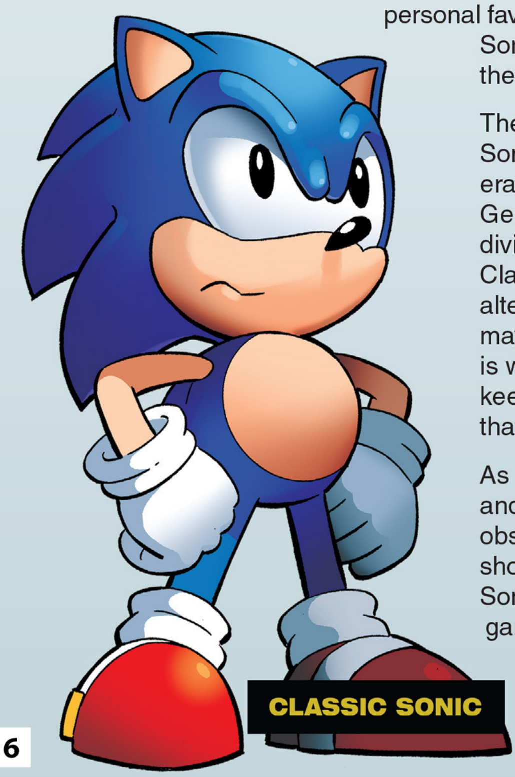
As the title would suggest, this game not only allows players to play as the current, "Modern Sonic," but also his original design from the ***Genesis*** days, "Classic Sonic." This phenomenon is made possible via the opening scene of the game. While attending his surprise birthday party, Sonic encounters a mysterious monster that kidnaps all of his friends and scatters them through time. Sonic himself is trapped in a distorted white limbo, where he meets up with Tails, as well as their younger counterparts! Both classic and modern heroes quickly decide to team up to save their friends, find the mysterious monster, and fix the timeline.

Similar to the ***Genesis*** days, Classic Sonic's moves include his traditional spin jump and the spin dash, with the latter feeling even more powerful than it did in the classic ***Sonic 2*** and ***3*** games. Modern Sonic plays just like he did in ***Sonic Colors***. Returning moves include the spin jump, homing attack, quickstep, stomp, slide, drift, and of course the sonic boost. New to Sonic's arsenal of moves are air tricks. When going off a ramp or jumping through a rainbow loop, Sonic can perform tricks in the air to fill up the boost gauge. This is a great addition and really helps the player maintain speed. Additional moves such as the light speed dash and wall jump are acquired as the player progresses through certain levels.

Extra abilities can also be added to either Sonics via the skill shop, where players get to customize Sonic. My personal favorites are the elemental shields, controlling exactly how they did in Sonic 3, only now players can enable them at will rather than finding them in item boxes which is a nice touch.

The title ***Sonic Generations*** not only refers to the modern and classic Sonics, but also refers to the zones. Each zone is taken from 3 different eras of Sonic History and is given an HD makeover; these include the Genesis era, the Dreamcast era and the Modern era. The zones are divided into two acts, Act 1 for Classic Sonic and Act 2 for Modern Sonic. Classic Sonic's act is strictly on the 2D plane, while Modern Sonic's act alternates between 2D and 3D like ***Sonic Colors***. Although the levels may be taken from past games, the layout is completely new and this is where ***Generations*** shines the brightest. Classic City Escape always keeps me on my toes, especially when the G.U.N. truck comes around- that thing really wants revenge!

As for my favorite Modern stage, I am torn between "Sky Sanctuary" and "Crisis City", which are filled with multiple pathways and interesting obstacles; both are perfect examples of how Sonic in the third dimension should be. I also loved the vast amount of exploration that the original Sonic titles offered. Finding alternate routes made replaying the old games fun and interesting, and that principle holds true in just about every level in ***Generations***. Finding the fastest route also helps players in the online mode, where players compete to be the fastest.



CLASSIC SONIC

GEOFFREY ST. JERK!

TALK ABOUT BEING A REAL STINKER! GEOFFREY ST. JOHN HAS QUITE A HISTORY OF DECEPTION ON HIS TAIL. BE ON THE LOOK OUT FOR SONIC #233 FOR THE SUPER SKUNK-TASTIC SCOOP.

The online mode I constantly return to is the 30 second trial. At the end of 30 seconds a goal post will mark your distance, you can even find your friends' goal posts in the level, giving you an idea of how far you would have to travel in order to surpass them.

Accompanying each zone is its respective music track, remixed and updated. Classic Sonic's act music generally has a retro, or ***Genesis***-esque feel to it. It really stands out when playing stages from the later eras, especially in “Speed Highway”, which sounds “up and down, and all around” fantastic! Modern Sonic's act music is reminiscent of the upbeat style of music heard in ***Sonic Colors***, which accompany his levels perfectly. Following the “generations” theme, all of the rival battles and bosses return from Sonic's past. The rivals include Metal Sonic, Shadow the Hedgehog, and Silver the Hedgehog, each featuring different challenges as well as some awesome introductory sequences. The Boss battles are just as epic, and I'm going to have to keep the final boss a secret, but I can say that it's a real surprise!

***Sonic Generations*, with a simple story, great level design, tight controls, and fantastic music to boot, is a game that any Sonic fan, classic or modern can enjoy. Even if you're just getting into the series, give it a try! This is definitely a game to be enjoyed for generations!**

- Vincent Lovallo

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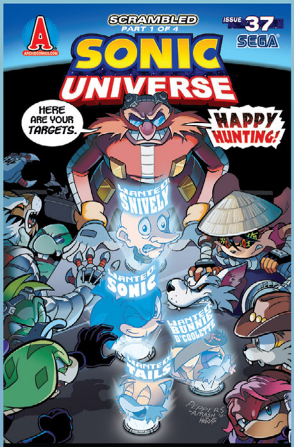
WHAT'S UP, DOC?

EGGMAN TAKES CENTER STAGE IN “SCRAMBLED”


SCRAMBLED PART 1 OF 4
ISSUE 37
SEGA
SONIC UNIVERSE
HERE ARE YOUR TARGETS.
HAPPY HUNTING!
WANTED SNIVELY
WANTED SONIC
WANTED BUNNIE D'COOLETTE
WANTED TAILS

EGGMAN MAKES HIS MOVE IN SONIC UNIVERSE #37

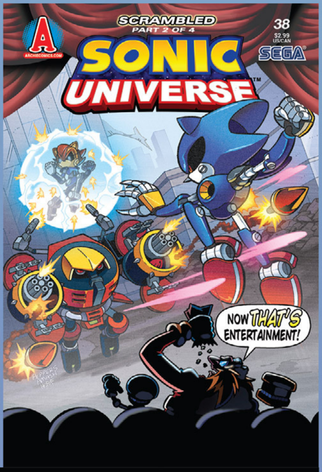
Hot on the heels of the New Mobotropolis-shattering “Babylon Rising,” comes the brand new Sonic Universe story arc: “SCRAMBLED”!

Dr. Eggman is knocked for a loop when the treacherous Snively tries to disrupt the entire Eggman Empire! The two big questions for this story arc are, what is TRULY Snively's ultimate goal? And can Dr. Eggman pull his forces back in line before it's too late?

Penciller Jamal Peppers makes his Sonic Universe debut, penciling the entire arc and its covers as regular SU penciller Tracy Yardley hops aboard Sonic the Hedgehog for a stint of issues beginning with issue #235. As many long-time fans of STH know, Jamal Peppers knows his way around the Eggman Empire, penciling such classics as STH#220's “From the Inside Out” and STH#223's unforgettable “Special Zone House Call”!

“SCRAMBLED” will take us on a tour of Mobius like you've never seen before, exploring the dark depths of the Eggman Empire!

Look for this epic new story arc to hit in mid-to-late February!


SCRAMBLED PART 2 OF 4
38
SEGA
SONIC UNIVERSE
NOW THAT'S ENTERTAINMENT!

ORBOT & CUBOT COMETH!

EGGMAN'S NEWEST LACKEYS ARE SHAPING UP TO BE WELL ROUNDED CHARACTERS!

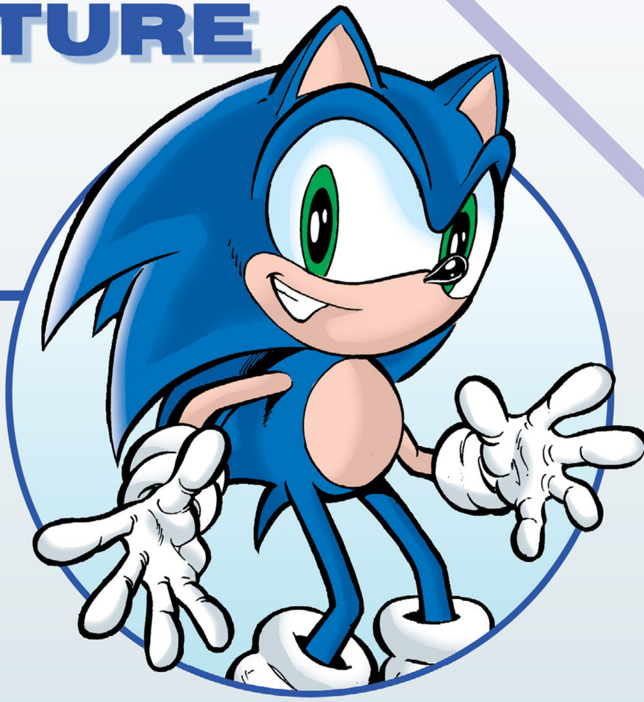
SONIC SUPER SPECIAL™

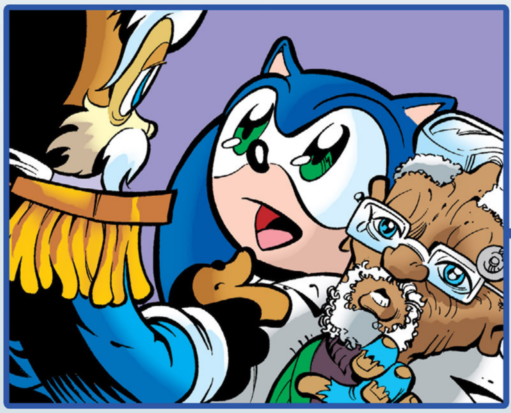
COMIC FEATURE:

SONIC ADVENTURE

PREVIOUSLY...

THE WORLD IS CHANGING FOR **SONIC THE HEDGEHOG!** SHORTLY AFTER A SPEED VORTEX CHANGED SONIC'S APPEARANCE, HIS WORLD WAS ROCKED AGAIN WHEN **DR. ROBOTNIK** RETURNED! **ROBOTNIK**, NOW RESEMBLING A HIDEOUS **EGGMAN**, STOOD POISED TO RESUME HIS QUEST FOR **WORLD DOMINATION**, AND **SONIC** FOUND HIMSELF BACK ON THE FRONT LINES OF THE **VILLAIN'S WAR** ON **MOBIUS!**

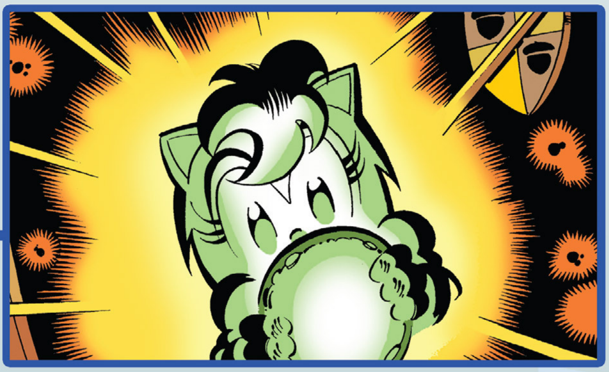




EGGMAN'S NEW PLANS WERE BEGINNING TO TAKE SHAPE, AND WHILE ATTEMPTING TO INFILTRATE HIS COMPUTER NETWORK, **NATE MORGAN** STUMBLED UPON **TERRIFYING** NEWS: **EGGMAN** HAD **DISCOVERED** THE **HIDDEN CITY** OF THE **ANCIENTS!**

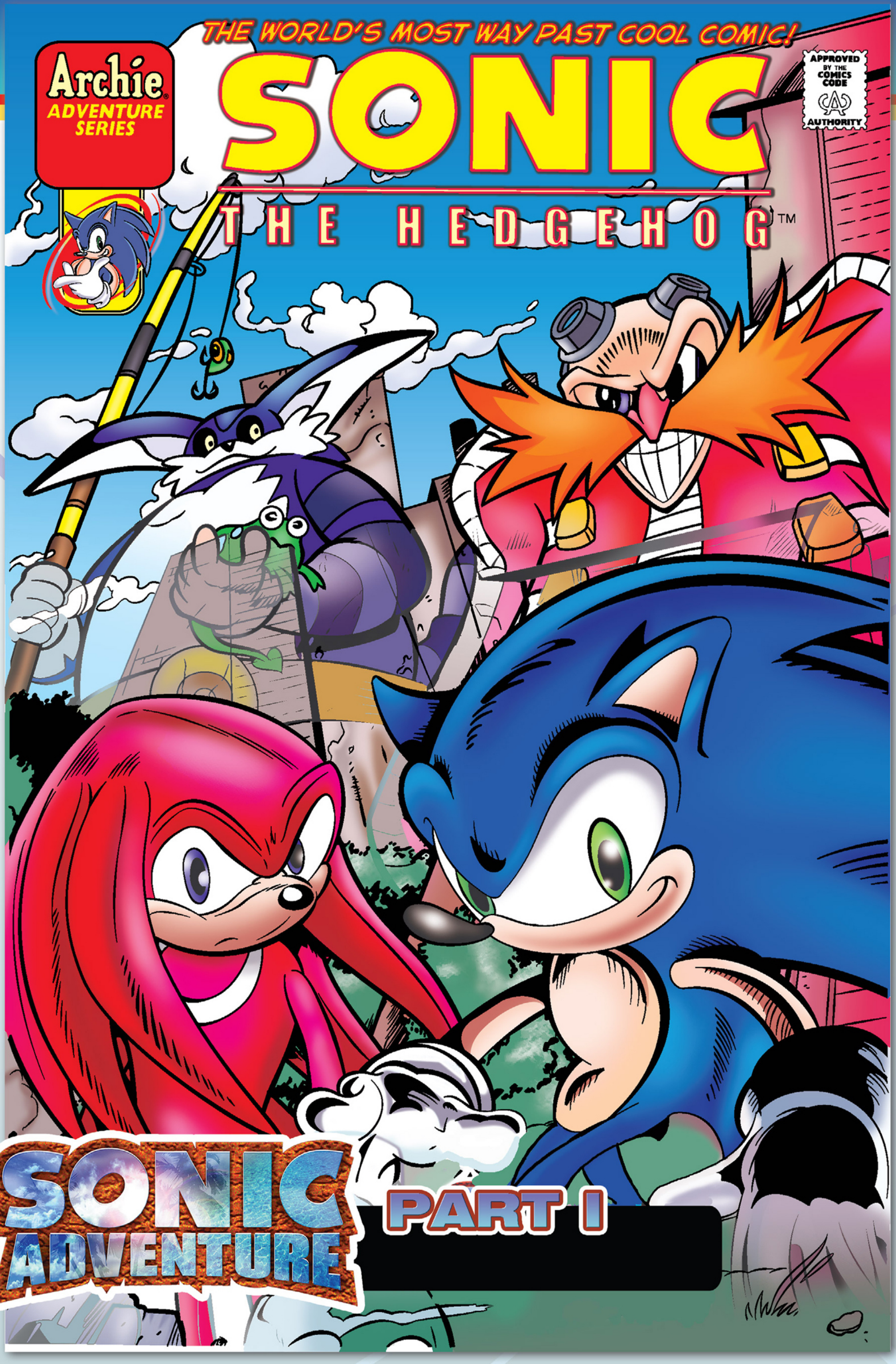
WITH NOT A MOMENT TO SPARE, **SONIC** AND THE **FREEDOM FIGHTERS** SET OUT TO CONFRONT **EGGMAN** AND HIS **SHADOW BOTS!** YOUNG **AMY ROSE** WAS **HEARTBROKEN** WHEN SHE WAS TOLD TO **STAY BEHIND** ON THE **MISSION.** "YOU'RE FAR TOO YOUNG," THEY SAID!

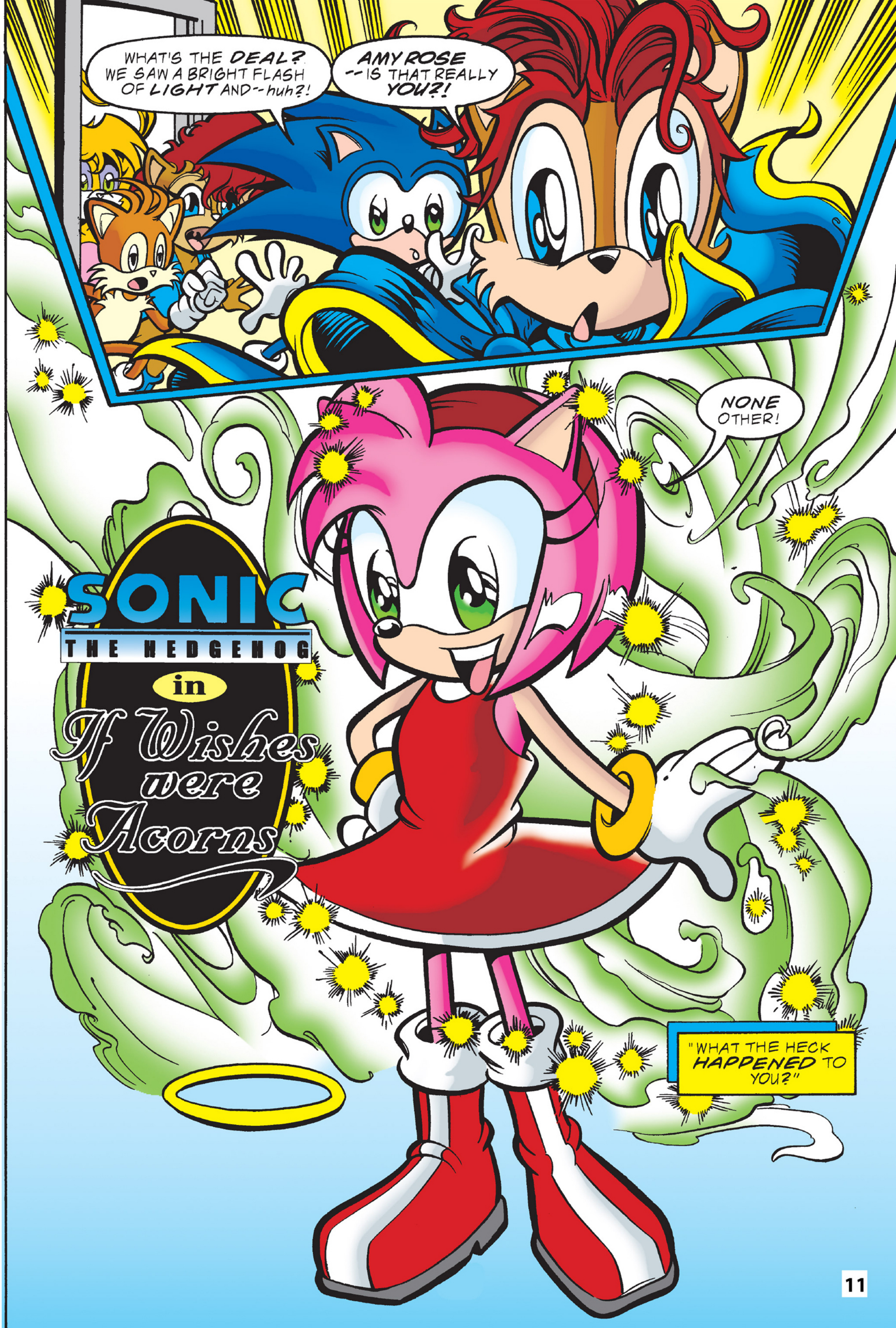
WELL, IT APPEARS AMY ROSE HAS GONE AND DONE SOMETHING DRASTIC...

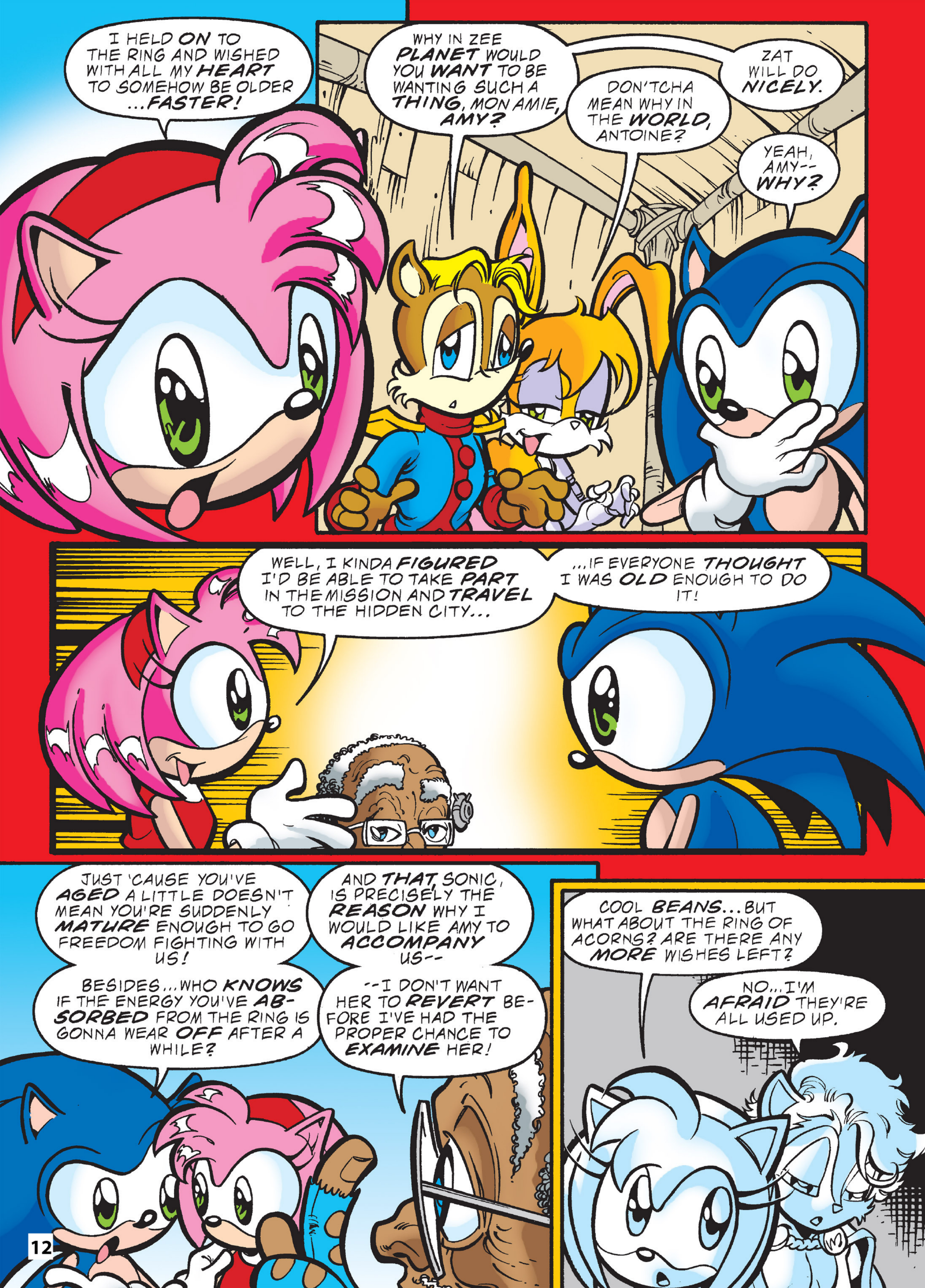


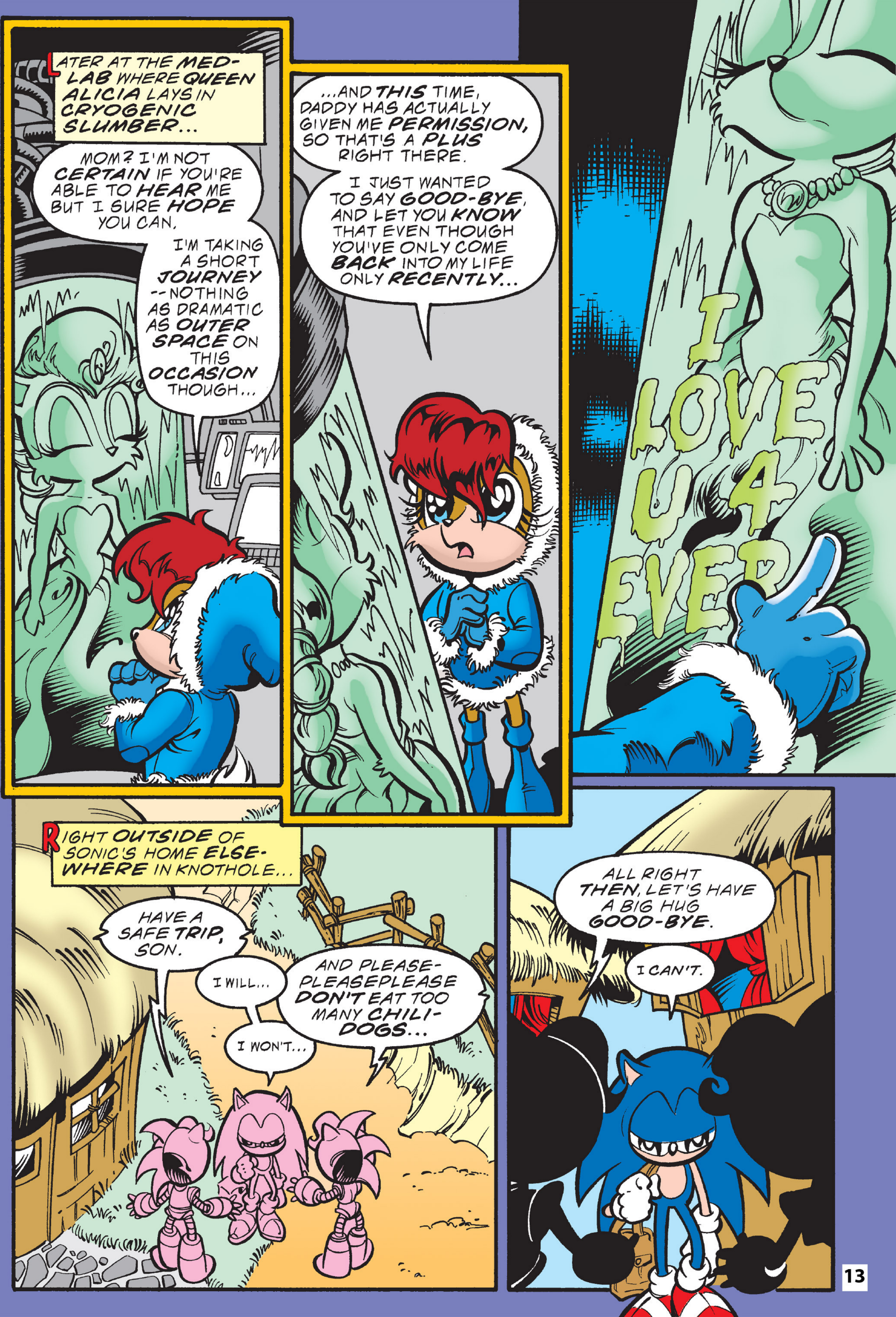
DID YOU KNOW...

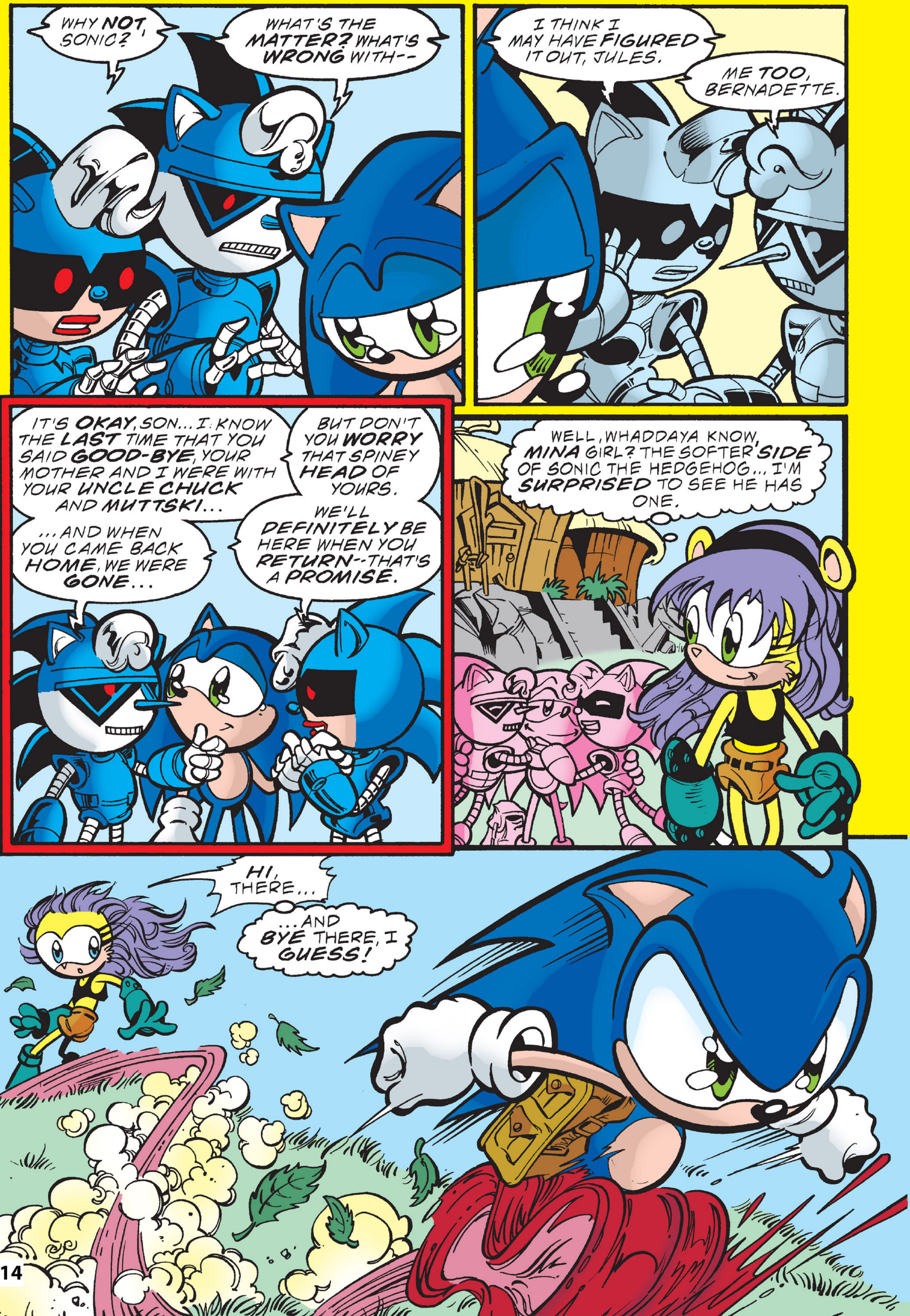
"SONIC ADVENTURE" was the first of the "modern" Sonic the Hedgehog games, and with it came a host of character updates and, in some cases, re-designs. To make these character shifts work within the comic book continuity, each design change needed to be incorporated as a story element. Sonic's change occurred in STH#71, and Amy's in STH#79 & #80.

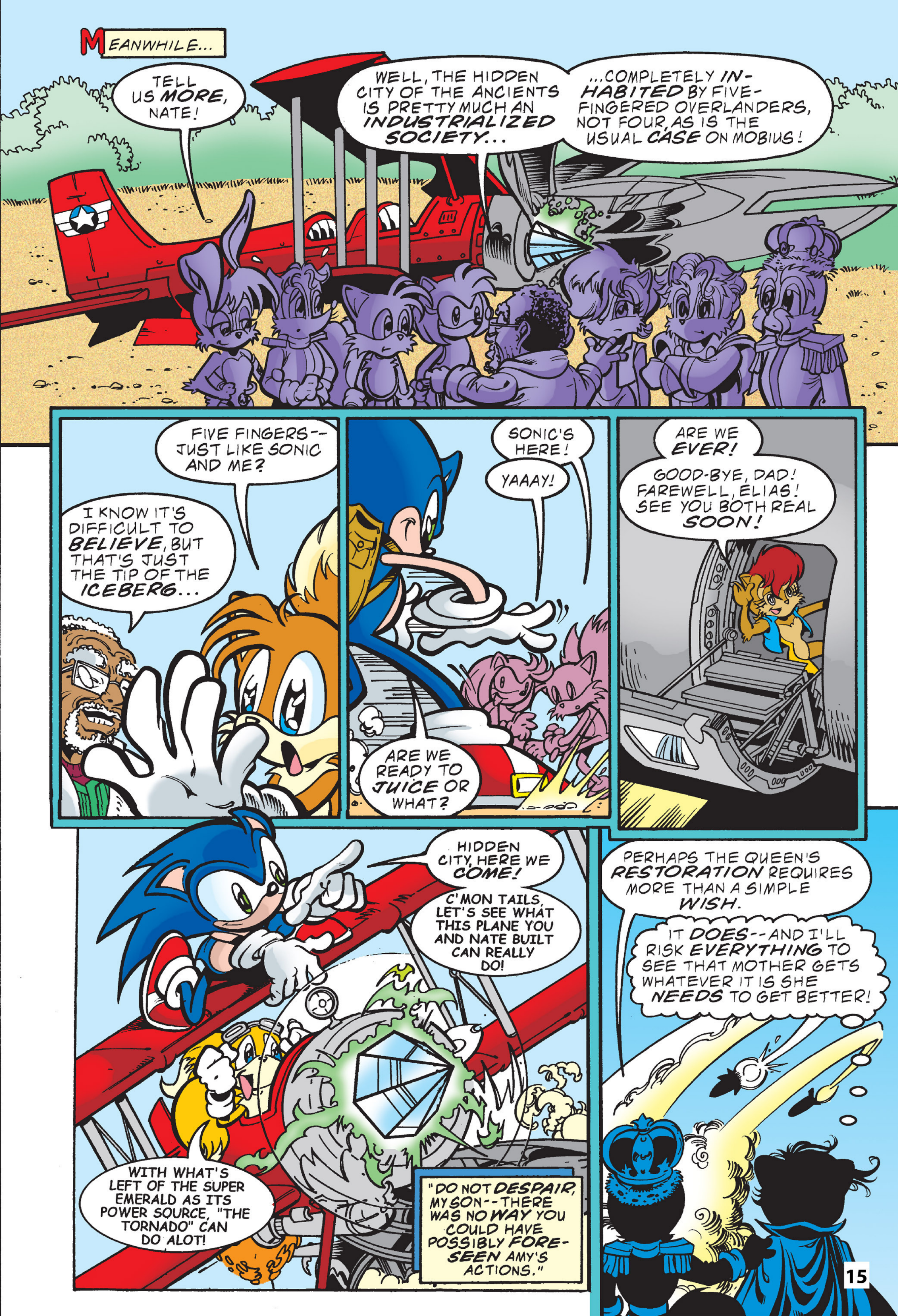

THE WORLD'S MOST WAY PAST COOL COMIC!
Archie ADVENTURE SERIES
SONIC THE HEDGEHOG™
APPROVED BY THE COMICS CODE AUTHORITY
SONIC ADVENTURE
PART I

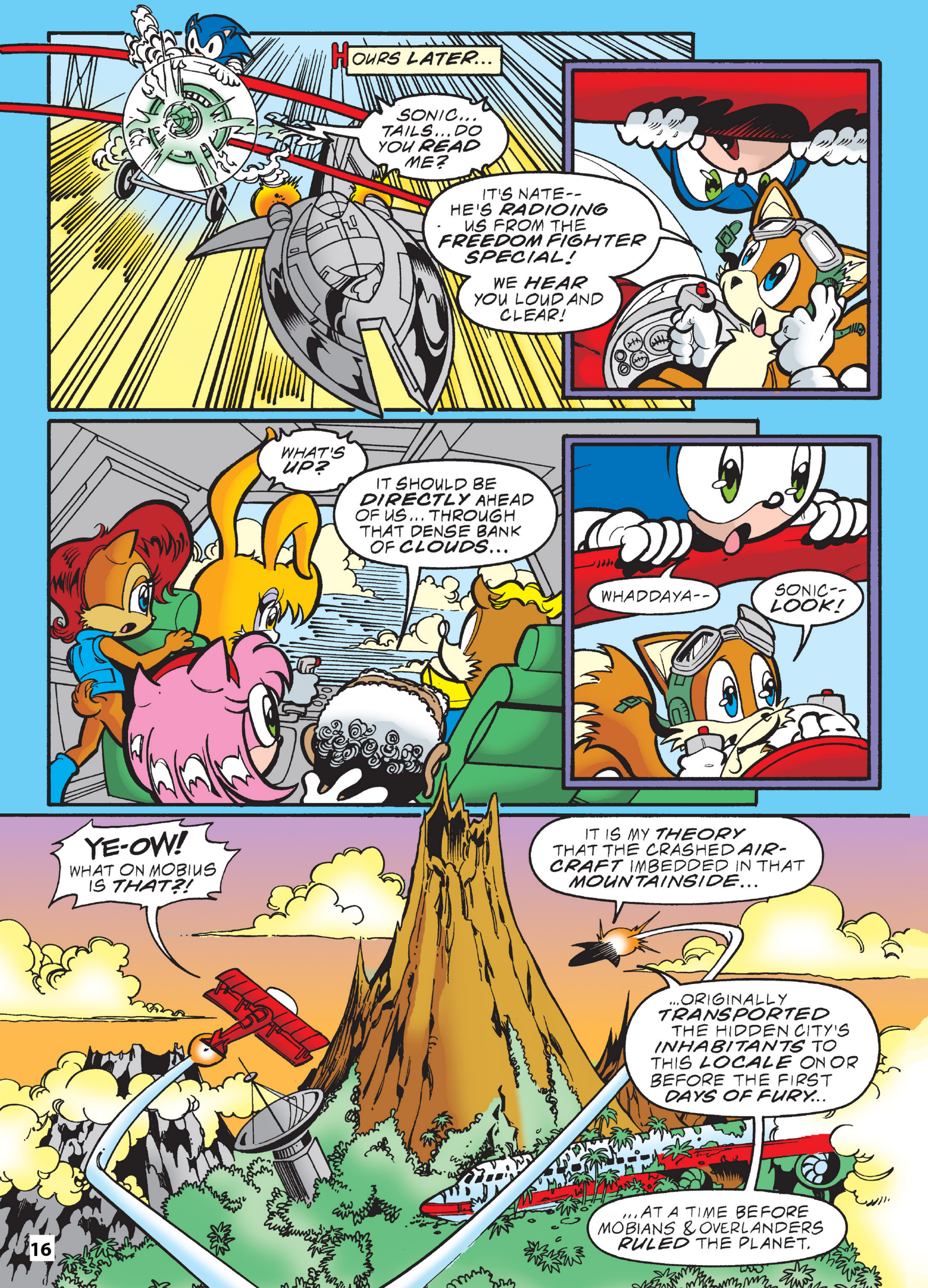

WHAT'S THE DEAL? WE SAW A BRIGHT FLASH OF LIGHT AND--huh?!
AMY ROSE --IS THAT REALLY YOU?!
NONE OTHER!
SONIC THE HEDGEHOG in If Wishes were Acorns
"WHAT THE HECK HAPPENED TO YOU?"

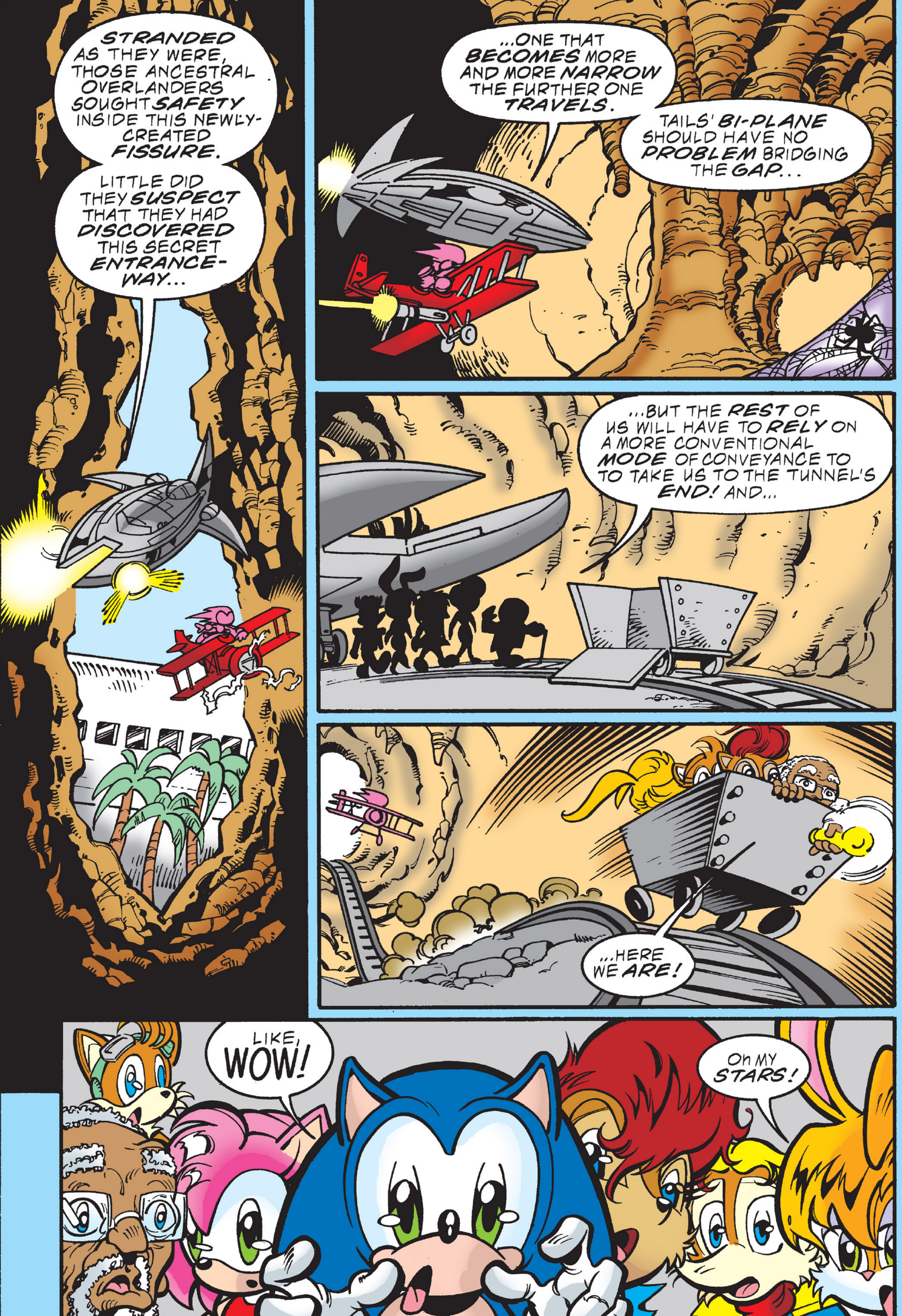

I HELD ON TO THE RING AND WISHED WITH ALL MY HEART TO SOMEHOW BE OLDER ...FASTER!
WHY IN ZEE PLANET WOULD YOU WANT TO BE WANTING SUCH A THING, MON AMIE, AMY?
DON'TCHA MEAN WHY IN THE WORLD, ANTOINE?
ZAT WILL DO NICELY.
YEAH, AMY-- WHY?
WELL, I KINDA FIGURED I'D BE ABLE TO TAKE PART IN THE MISSION AND TRAVEL TO THE HIDDEN CITY...
...IF EVERYONE THOUGHT I WAS OLD ENOUGH TO DO IT!
JUST 'CAUSE YOU'VE AGED A LITTLE DOESN'T MEAN YOU'RE SUDDENLY MATURE ENOUGH TO GO FREEDOM FIGHTING WITH US!
BESIDES...WHO KNOWS IF THE ENERGY YOU'VE ABSORBED FROM THE RING IS GONNA WEAR OFF AFTER A WHILE?
AND THAT, SONIC, IS PRECISELY THE REASON WHY I WOULD LIKE AMY TO ACCOMPANY US--
--I DON'T WANT HER TO REVERT BEFORE I'VE HAD THE PROPER CHANCE TO EXAMINE HER!
COOL BEANS...BUT WHAT ABOUT THE RING OF ACORNS? ARE THERE ANY MORE WISHES LEFT?
NO...I'M AFRAID THEY'RE ALL USED UP.

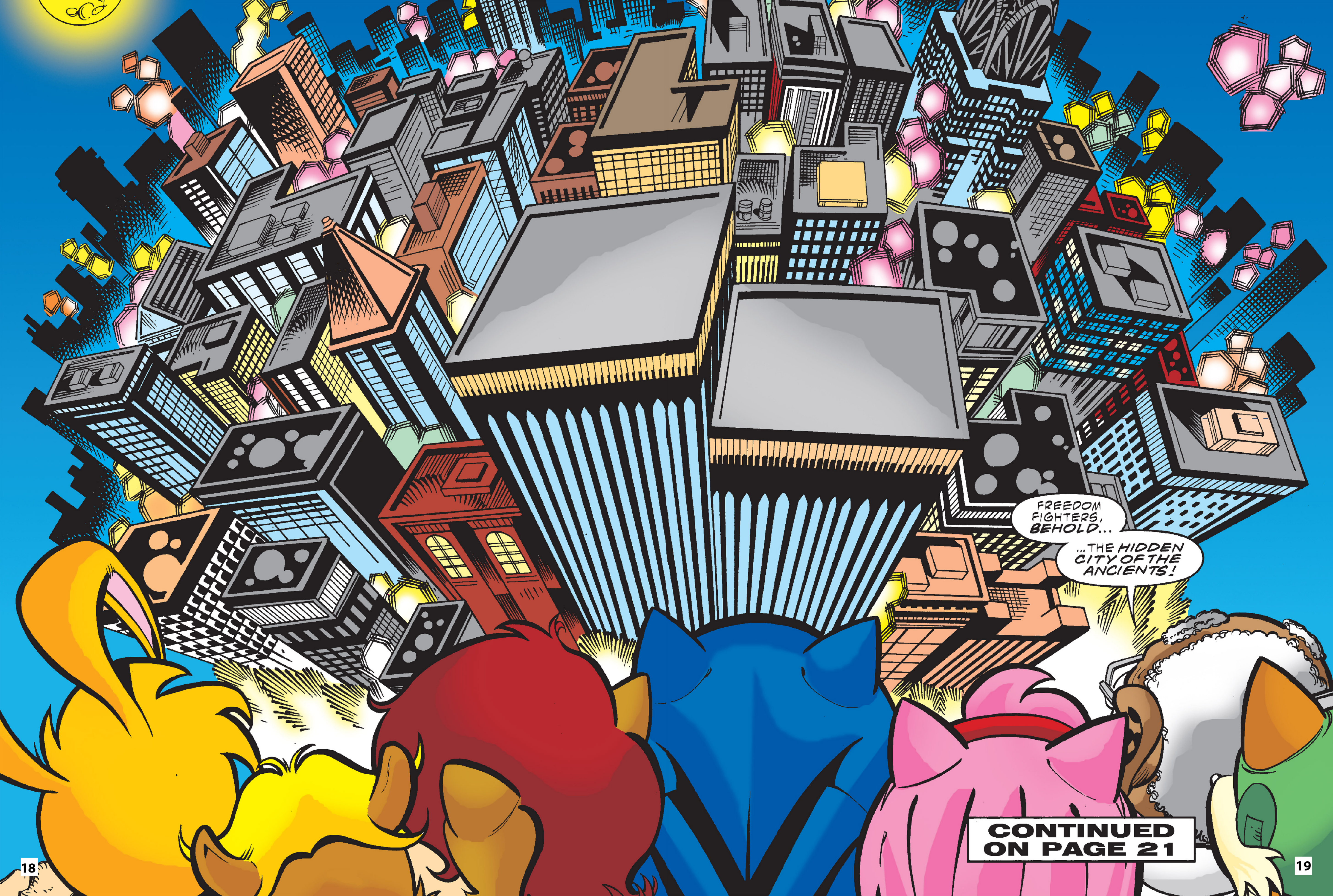

LATER AT THE MED-LAB WHERE QUEEN ALICIA LAYS IN CRYOGENIC SLUMBER...
MOM? I'M NOT CERTAIN IF YOU'RE ABLE TO HEAR ME BUT I SURE HOPE YOU CAN.
I'M TAKING A SHORT JOURNEY -- NOTHING AS DRAMATIC AS OUTER SPACE ON THIS OCCASION THOUGH...
...AND THIS TIME, DADDY HAS ACTUALLY GIVEN ME PERMISSION, SO THAT'S A PLUS RIGHT THERE.
I JUST WANTED TO SAY GOOD-BYE, AND LET YOU KNOW THAT EVEN THOUGH YOU'VE ONLY COME BACK INTO MY LIFE ONLY RECENTLY...
I LOVE U 4 EVER
RIGHT OUTSIDE OF SONIC'S HOME ELSEWHERE IN KNOTHOLE...
HAVE A SAFE TRIP, SON.
I WILL...
I WON'T...
AND PLEASE-PLEASEPLEASE DON'T EAT TOO MANY CHILI-DOGS...
ALL RIGHT THEN, LET'S HAVE A BIG HUG GOOD-BYE.
I CAN'T.


WHY NOT, SONIC?
WHAT'S THE MATTER? WHAT'S WRONG WITH--
I THINK I MAY HAVE FIGURED IT OUT, JULES.
ME TOO, BERNADETTE.
IT'S OKAY, SON... I KNOW THE LAST TIME THAT YOU SAID GOOD-BYE, YOUR MOTHER AND I WERE WITH YOUR UNCLE CHUCK AND MUTTSKI...
...AND WHEN YOU CAME BACK HOME, WE WERE GONE...
BUT DON'T YOU WORRY THAT SPINEY HEAD OF YOURS.
WE'LL DEFINITELY BE HERE WHEN YOU RETURN--THAT'S A PROMISE.
WELL, WHADDAYA KNOW, MINA GIRL? THE SOFTER SIDE OF SONIC THE HEDGEHOG... I'M SURPRISED TO SEE HE HAS ONE.
HI, THERE...
...AND BYE THERE, I GUESS!


MEANWHILE...
TELL US MORE, NATE!
WELL, THE HIDDEN CITY OF THE ANCIENTS IS PRETTY MUCH AN INDUSTRIALIZED SOCIETY...
...COMPLETELY INHABITED BY FIVE-FINGERED OVERLANDERS, NOT FOUR, AS IS THE USUAL CASE ON MOBIUS!
FIVE FINGERS--JUST LIKE SONIC AND ME?
I KNOW IT'S DIFFICULT TO BELIEVE, BUT THAT'S JUST THE TIP OF THE ICEBERG...
SONIC'S HERE!
YAAAY!
ARE WE READY TO JUICE OR WHAT?
ARE WE EVER!
GOOD-BYE, DAD! FAREWELL, ELIAS! SEE YOU BOTH REAL SOON!
HIDDEN CITY, HERE WE COME!
C'MON TAILS, LET'S SEE WHAT THIS PLANE YOU AND NATE BUILT CAN REALLY DO!
WITH WHAT'S LEFT OF THE SUPER EMERALD AS ITS POWER SOURCE, "THE TORNADO" CAN DO ALOT!
"DO NOT DESPAIR, MY SON--THERE WAS NO WAY YOU COULD HAVE POSSIBLY FORESEEN AMY'S ACTIONS."
PERHAPS THE QUEEN'S RESTORATION REQUIRES MORE THAN A SIMPLE WISH.
IT DOES--AND I'LL RISK EVERYTHING TO SEE THAT MOTHER GETS WHATEVER IT IS SHE NEEDS TO GET BETTER!


HOURS LATER...
SONIC... TAILS...DO YOU READ ME?
IT'S NATE-- HE'S RADIOING US FROM THE FREEDOM FIGHTER SPECIAL!
WE HEAR YOU LOUD AND CLEAR!
WHAT'S UP?
IT SHOULD BE DIRECTLY AHEAD OF US... THROUGH THAT DENSE BANK OF CLOUDS...
WHADDAYA--
SONIC-- LOOK!
YE-OW! WHAT ON MOBIUS IS THAT?!
IT IS MY THEORY THAT THE CRASHED AIRCRAFT IMBEDDED IN THAT MOUNTAINSIDE...
...ORIGINALLY TRANSPORTED THE HIDDEN CITY'S INHABITANTS TO THIS LOCALE ON OR BEFORE THE FIRST DAYS OF FURY...
...AT A TIME BEFORE MOBIANS & OVERLANDERS RULED THE PLANET.


STRANDED AS THEY WERE, THOSE ANCESTRAL OVERLANDERS SOUGHT SAFETY INSIDE THIS NEWLY-CREATED FISSURE.
LITTLE DID THEY SUSPECT THAT THEY HAD DISCOVERED THIS SECRET ENTRANCE-WAY...
...ONE THAT BECOMES MORE AND MORE NARROW THE FURTHER ONE TRAVELS.
TAILS' BI-PLANE SHOULD HAVE NO PROBLEM BRIDGING THE GAP...
...BUT THE REST OF US WILL HAVE TO RELY ON A MORE CONVENTIONAL MODE OF CONVEYANCE TO TO TAKE US TO THE TUNNEL'S END! AND...
...HERE WE ARE!
LIKE, WOW!
Oh MY STARS!


FREEDOM FIGHTERS, *BEHOLD...*
...THE *HIDDEN CITY OF THE ANCIENTS!*

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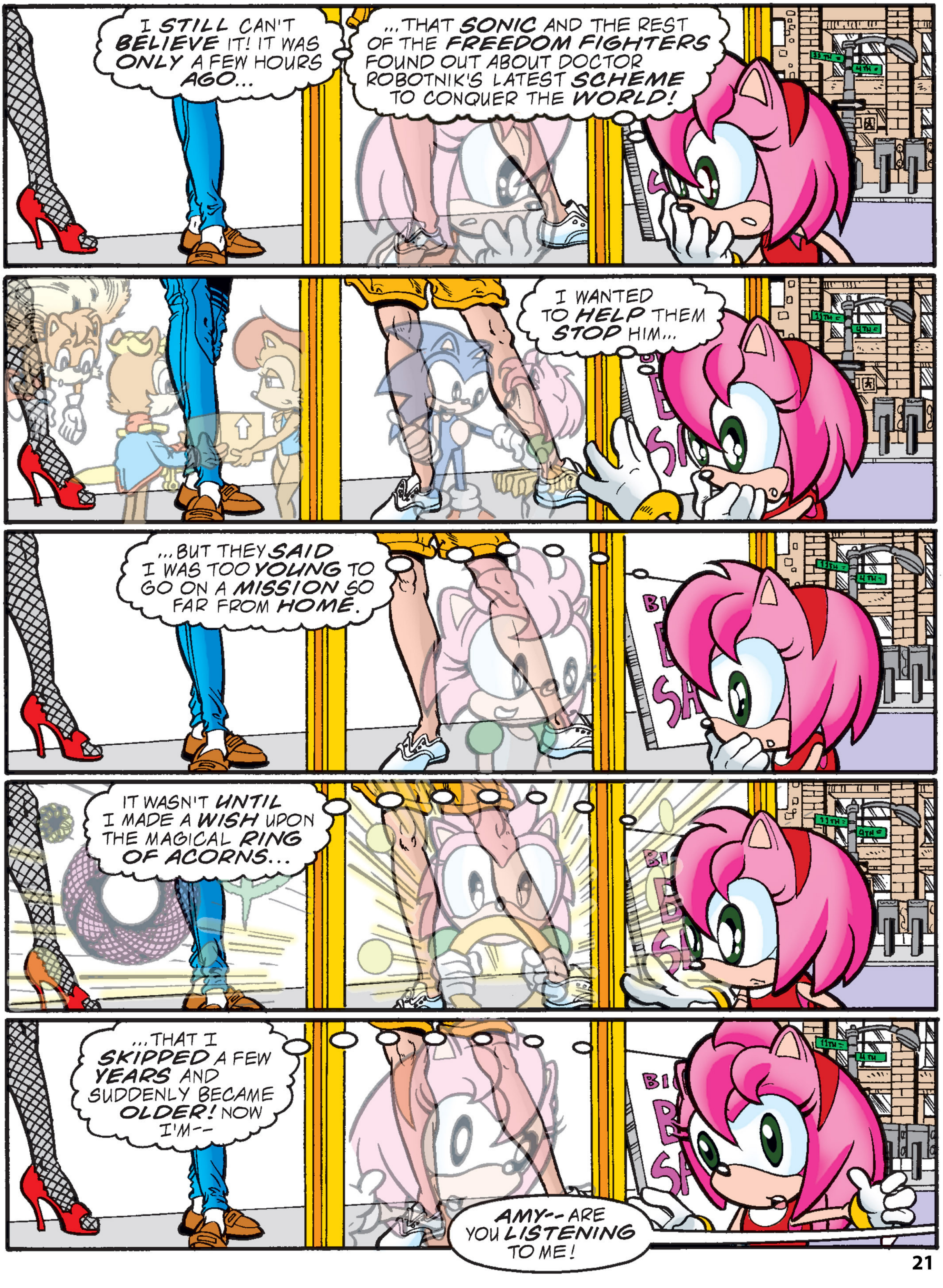
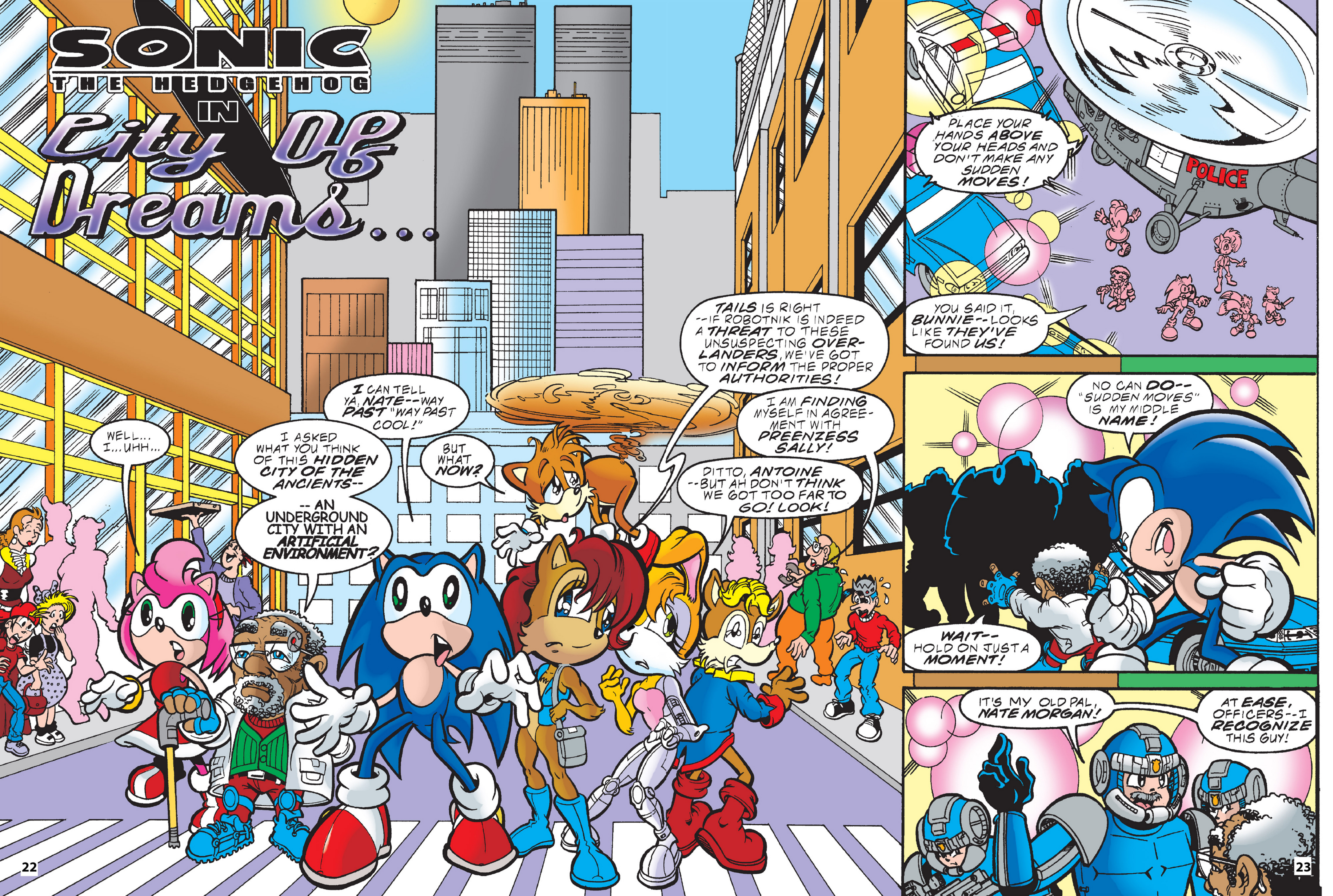
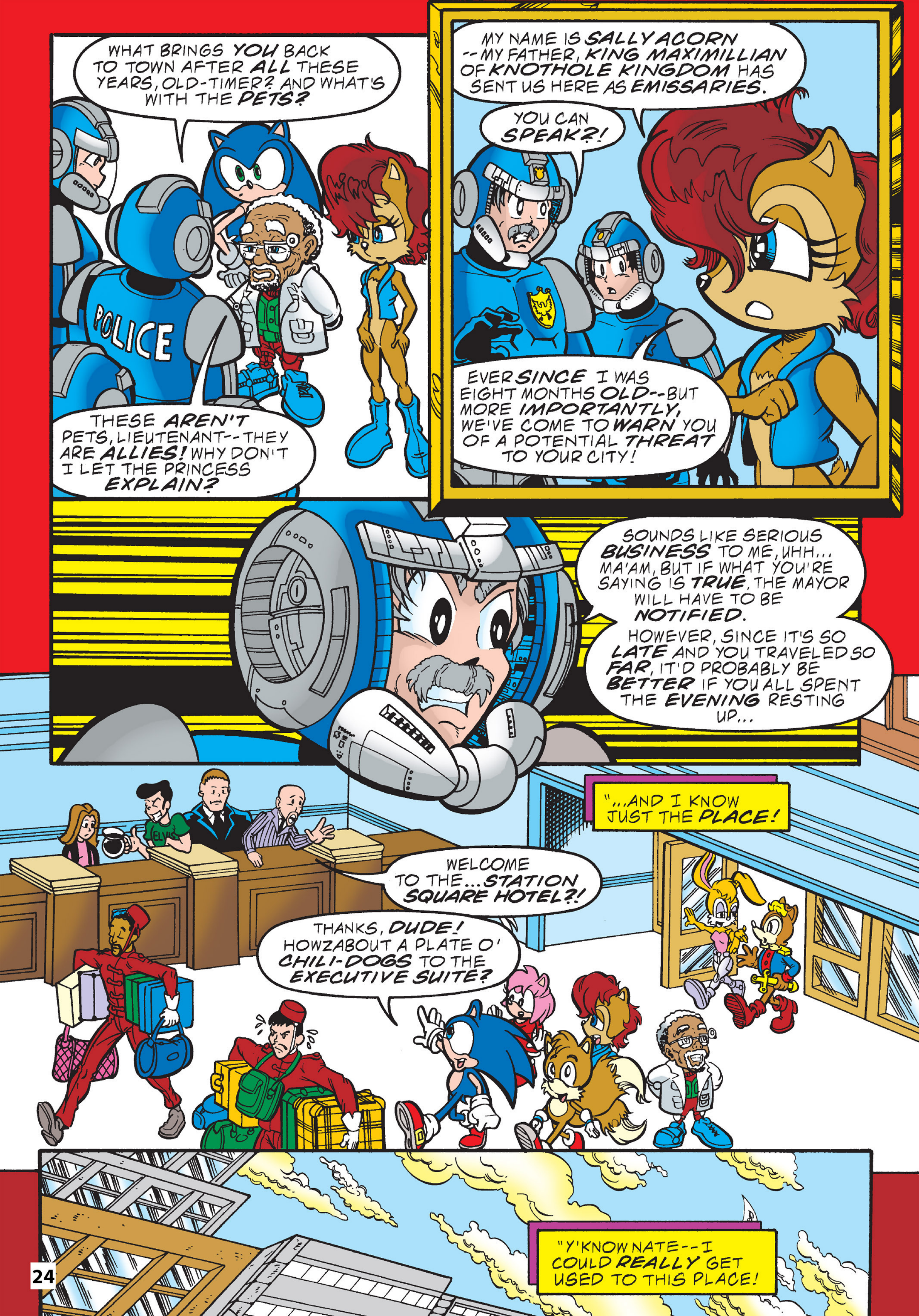
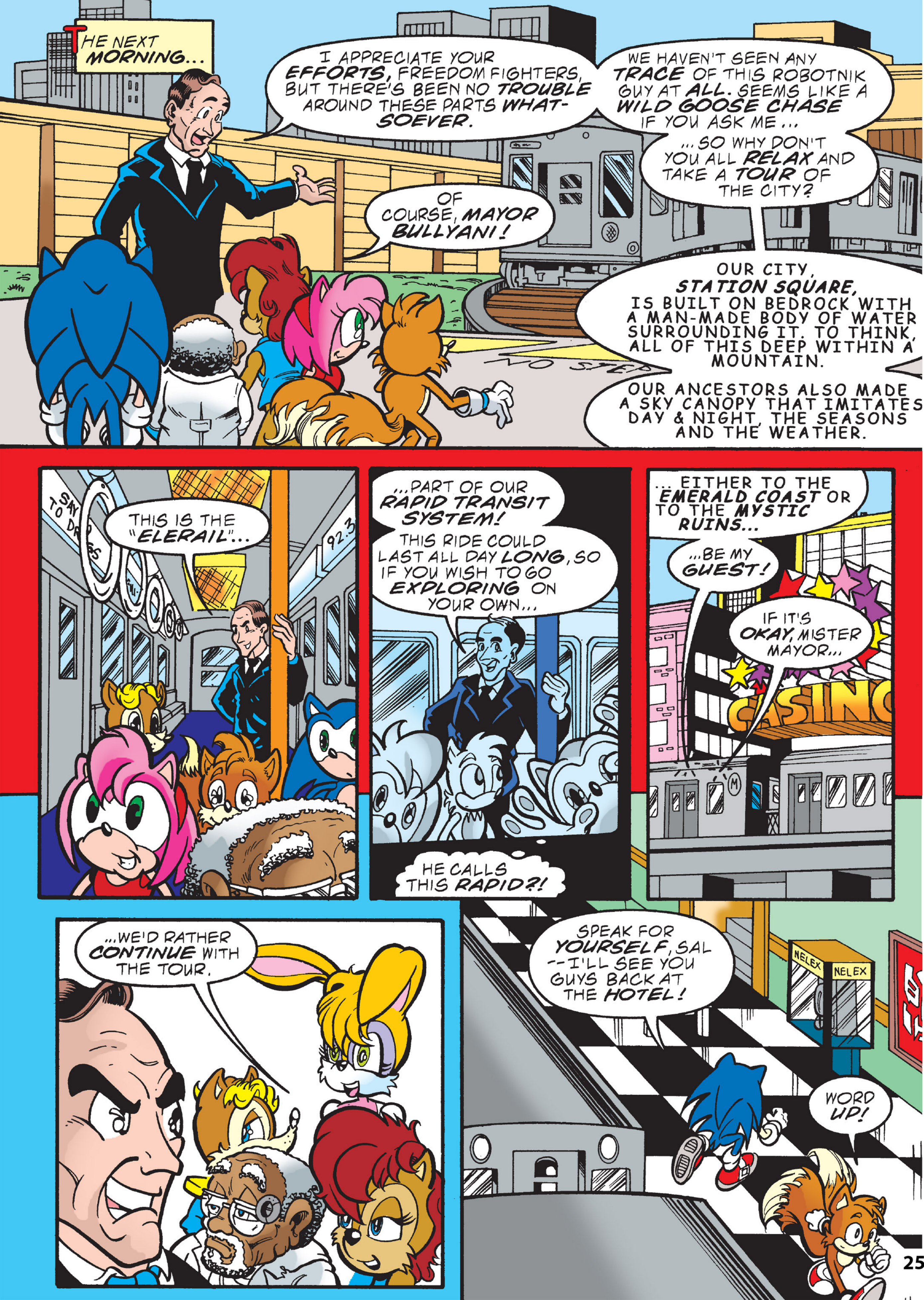
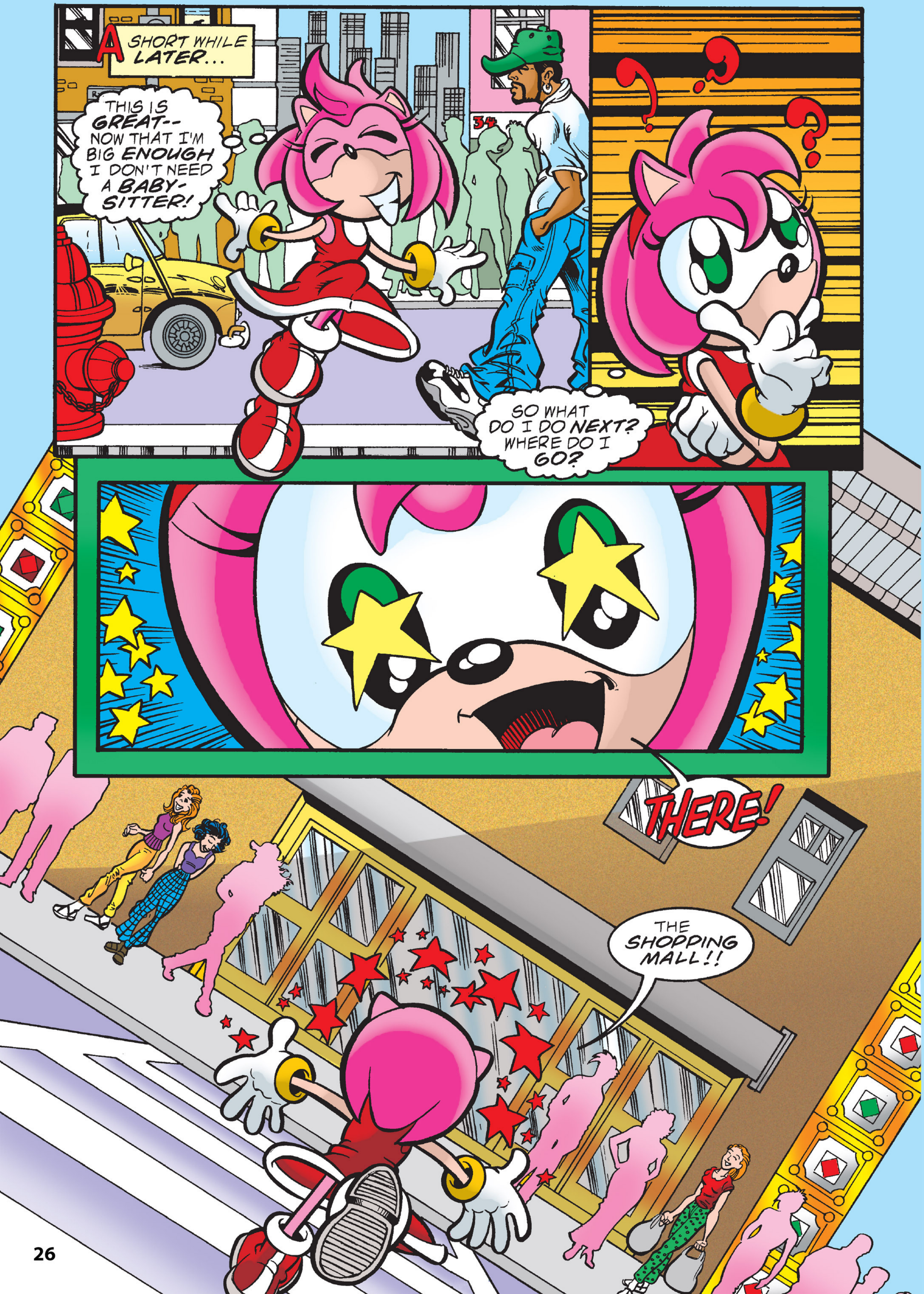
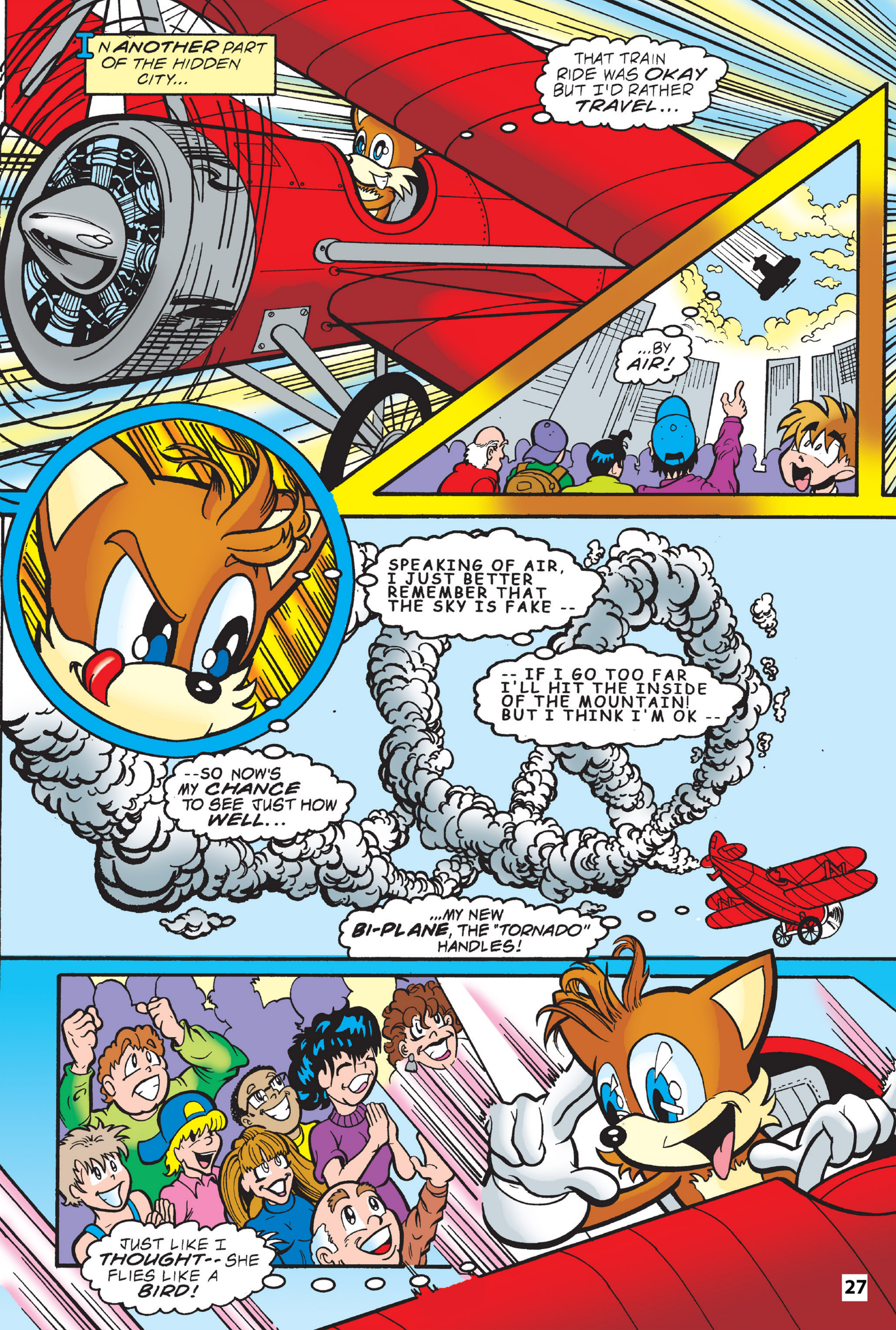

I STILL CAN'T BELIEVE IT! IT WAS ONLY A FEW HOURS AGO...
...THAT SONIC AND THE REST OF THE FREEDOM FIGHTERS FOUND OUT ABOUT DOCTOR ROBOTNIK'S LATEST SCHEME TO CONQUER THE WORLD!
I WANTED TO HELP THEM STOP HIM...
...BUT THEY SAID I WAS TOO YOUNG TO GO ON A MISSION SO FAR FROM HOME.
IT WASN'T UNTIL I MADE A WISH UPON THE MAGICAL RING OF ACORNS...
...THAT I SKIPPED A FEW YEARS AND SUDDENLY BECAME OLDER! NOW I'M--
AMY--ARE YOU LISTENING TO ME!

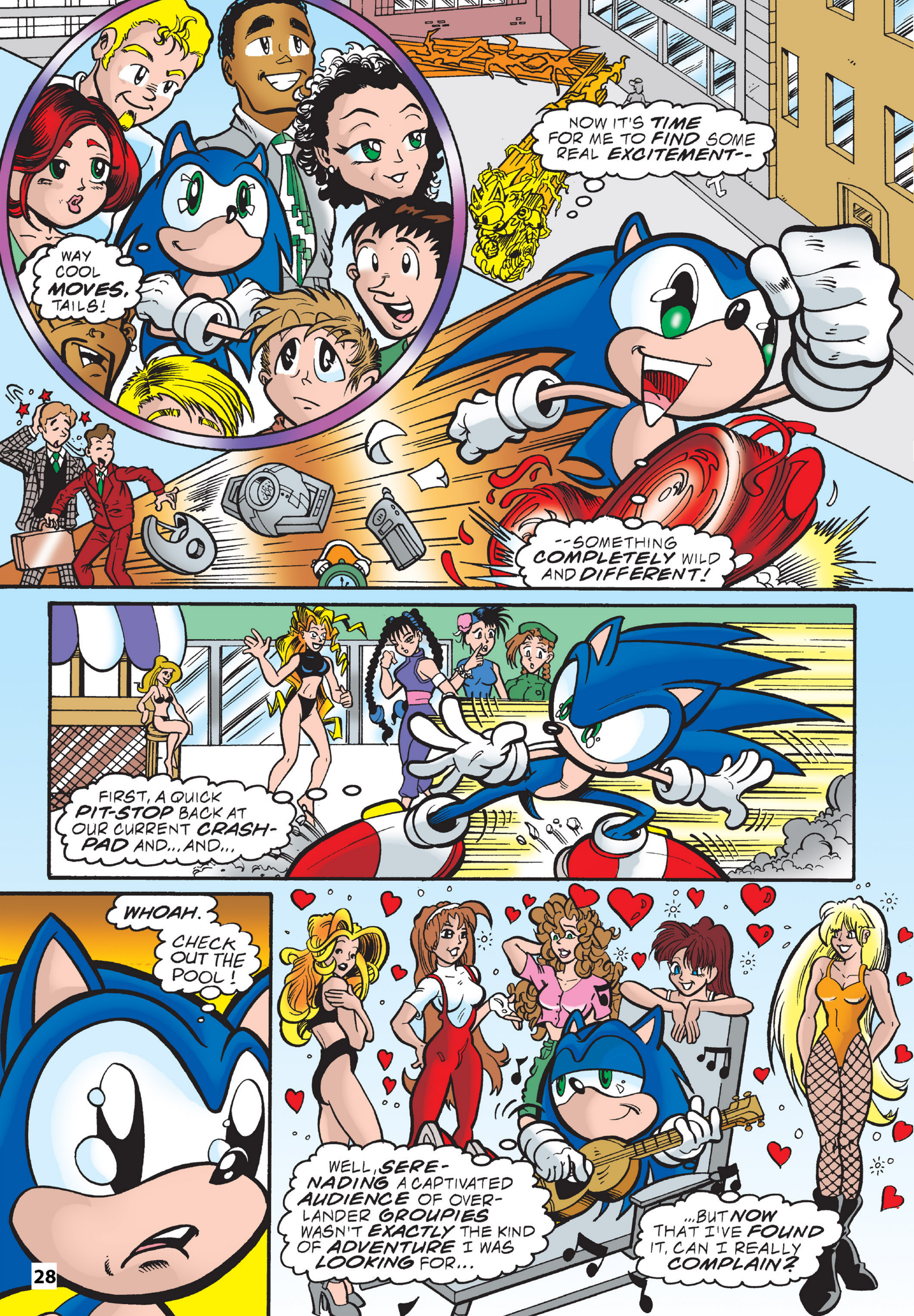

SONIC THE HEDGEHOG
IN
City Of Dreams...
I ASKED WHAT YOU THINK OF THIS HIDDEN CITY OF THE ANCIENTS--
-- AN UNDERGROUND CITY WITH AN ARTIFICIAL ENVIRONMENT?
WELL... I...UHH...
I CAN TELL YA, NATE--WAY PAST "WAY PAST COOL!"
BUT WHAT NOW?
TAILS IS RIGHT --IF ROBOTNIK IS INDEED A THREAT TO THESE UNSUSPECTING OVERLANDERS, WE'VE GOT TO INFORM THE PROPER AUTHORITIES!
I AM FINDING MYSELF IN AGREEMENT WITH PREENZESS SALLY!
DITTO, ANTOINE --BUT AH DON'T THINK WE GOT TOO FAR TO GO! LOOK!
PLACE YOUR HANDS ABOVE YOUR HEADS AND DON'T MAKE ANY SUDDEN MOVES!
POLICE
YOU SAID IT, BUNNIE--LOOKS LIKE THEY'VE FOUND US!
NO CAN DO-- "SUDDEN MOVES" IS MY MIDDLE NAME!
WAIT-- HOLD ON JUST A MOMENT!
IT'S MY OLD PAL, NATE MORGAN!
AT EASE, OFFICERS--I RECOGNIZE THIS GUY!

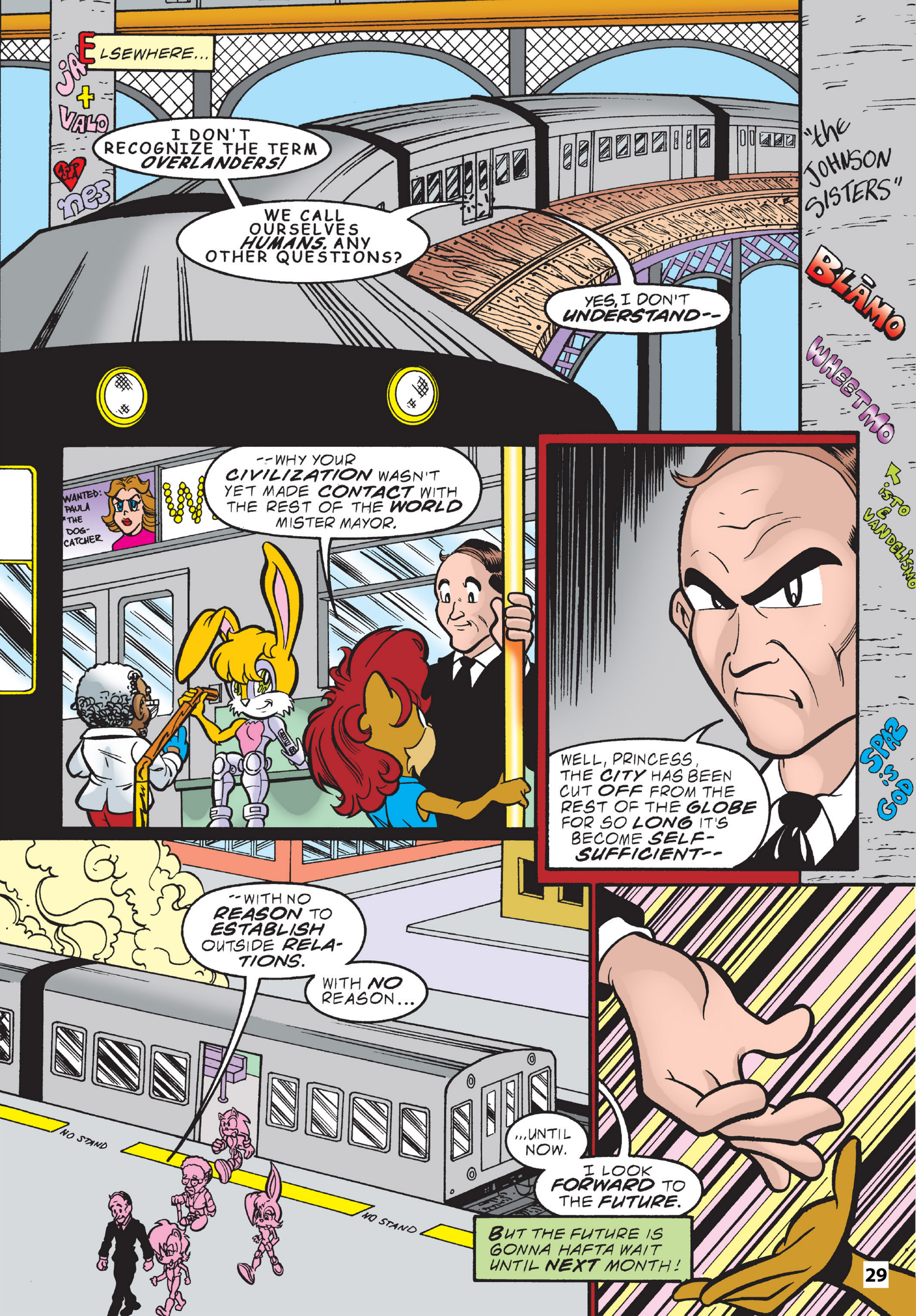

WHAT BRINGS YOU BACK TO TOWN AFTER ALL THESE YEARS, OLD-TIMER? AND WHAT'S WITH THE PETS?
THESE AREN'T PETS, LIEUTENANT--THEY ARE ALLIES! WHY DON'T I LET THE PRINCESS EXPLAIN?
MY NAME IS SALLY ACORN --MY FATHER, KING MAXIMILLIAN OF KNOTHOLE KINGDOM HAS SENT US HERE AS EMISSARIES.
YOU CAN SPEAK?!
EVER SINCE I WAS EIGHT MONTHS OLD--BUT MORE IMPORTANTLY, WE'VE COME TO WARN YOU OF A POTENTIAL THREAT TO YOUR CITY!
POLICE
SOUNDS LIKE SERIOUS BUSINESS TO ME, UHH... MA'AM, BUT IF WHAT YOU'RE SAYING IS TRUE, THE MAYOR WILL HAVE TO BE NOTIFIED.
HOWEVER, SINCE IT'S SO LATE AND YOU TRAVELED SO FAR, IT'D PROBABLY BE BETTER IF YOU ALL SPENT THE EVENING RESTING UP...
"...AND I KNOW JUST THE PLACE!
ELVIS
WELCOME TO THE... STATION SQUARE HOTEL?!
THANKS, DUDE! HOWZABOUT A PLATE O' CHILI-DOGS TO THE EXECUTIVE SUITE?
"Y'KNOW NATE--I COULD REALLY GET USED TO THIS PLACE!

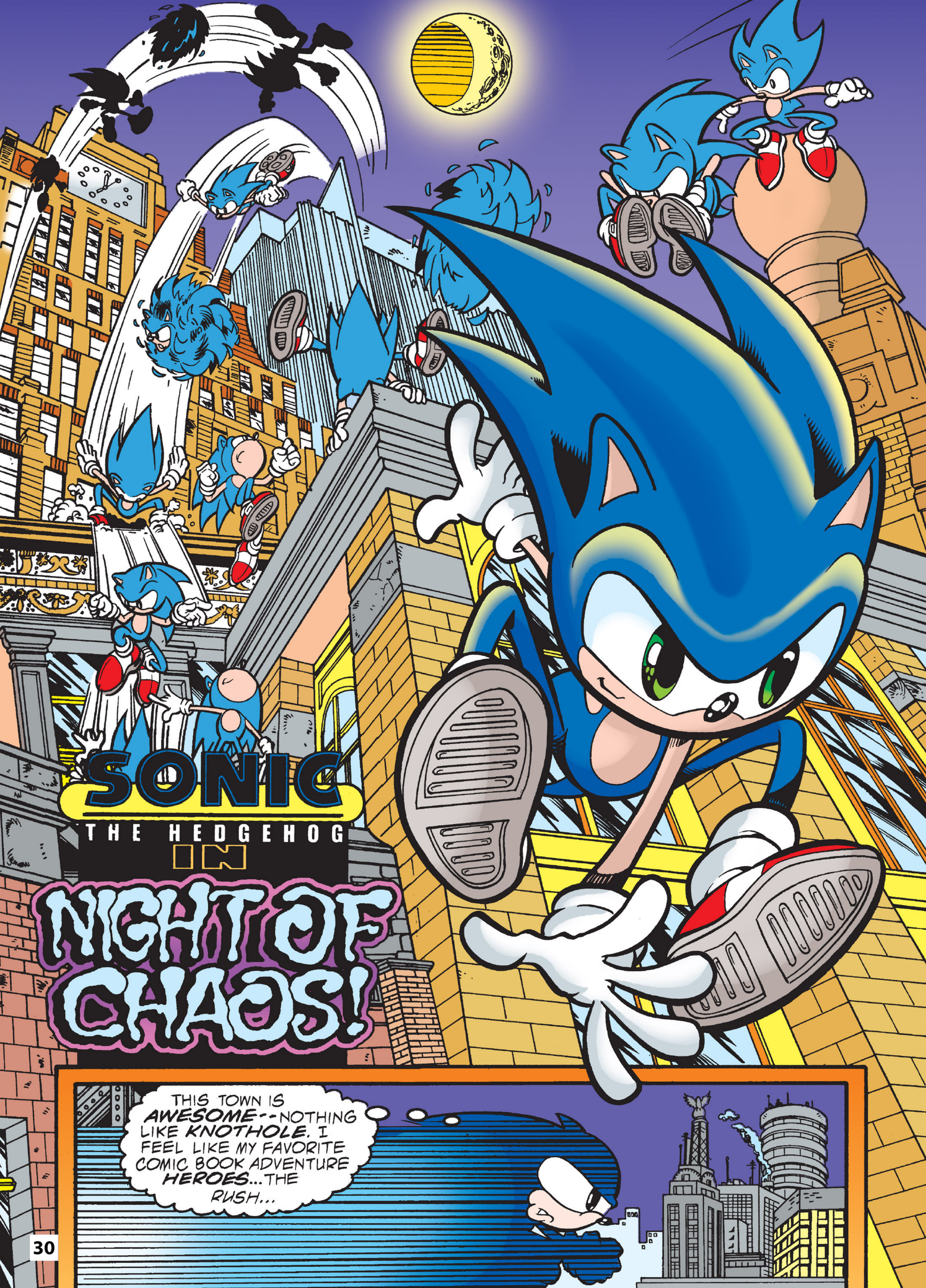

THE NEXT MORNING...
I APPRECIATE YOUR EFFORTS, FREEDOM FIGHTERS, BUT THERE'S BEEN NO TROUBLE AROUND THESE PARTS WHATSOEVER.
WE HAVEN'T SEEN ANY TRACE OF THIS ROBOTNIK GUY AT ALL. SEEMS LIKE A WILD GOOSE CHASE IF YOU ASK ME...
...SO WHY DON'T YOU ALL RELAX AND TAKE A TOUR OF THE CITY?
OF COURSE, MAYOR BULLYANI!
OUR CITY, STATION SQUARE, IS BUILT ON BEDROCK WITH A MAN-MADE BODY OF WATER SURROUNDING IT. TO THINK, ALL OF THIS DEEP WITHIN A MOUNTAIN.
OUR ANCESTORS ALSO MADE A SKY CANOPY THAT IMITATES DAY & NIGHT, THE SEASONS AND THE WEATHER.
NO STEP
THIS IS THE "ELERAIL"...
92.3
...PART OF OUR RAPID TRANSIT SYSTEM!
THIS RIDE COULD LAST ALL DAY LONG, SO IF YOU WISH TO GO EXPLORING ON YOUR OWN...
HE CALLS THIS RAPID?!
...EITHER TO THE EMERALD COAST OR TO THE MYSTIC RUINS...
...BE MY GUEST!
IF IT'S OKAY, MISTER MAYOR...
...WE'D RATHER CONTINUE WITH THE TOUR.
SPEAK FOR YOURSELF, SAL --I'LL SEE YOU GUYS BACK AT THE HOTEL!
WORD UP!
NELEX
NELEX

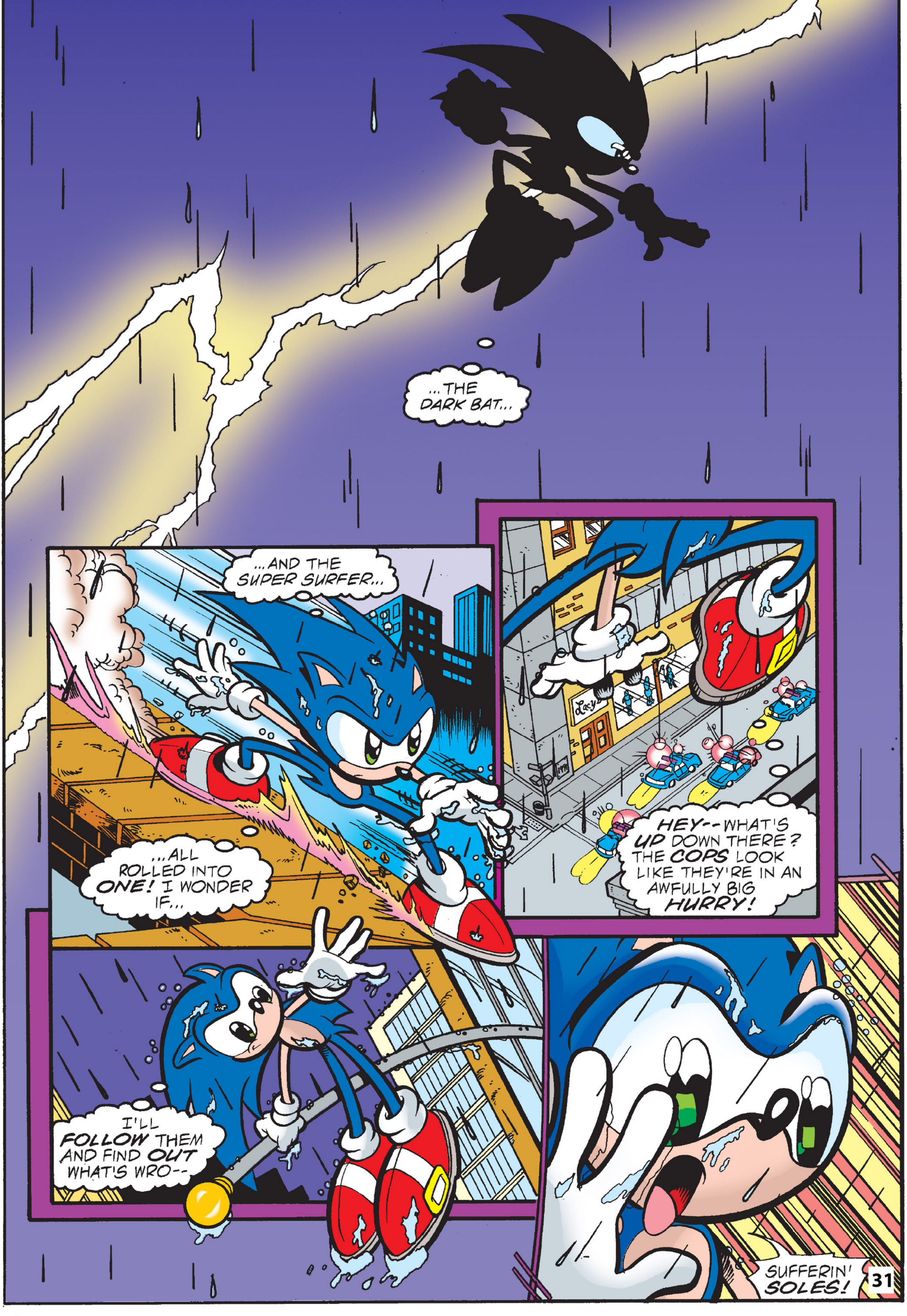

A SHORT WHILE LATER...
THIS IS GREAT-- NOW THAT I'M BIG ENOUGH I DON'T NEED A BABY-SITTER!
34
SO WHAT DO I DO NEXT? WHERE DO I GO?
THERE!
THE SHOPPING MALL!!

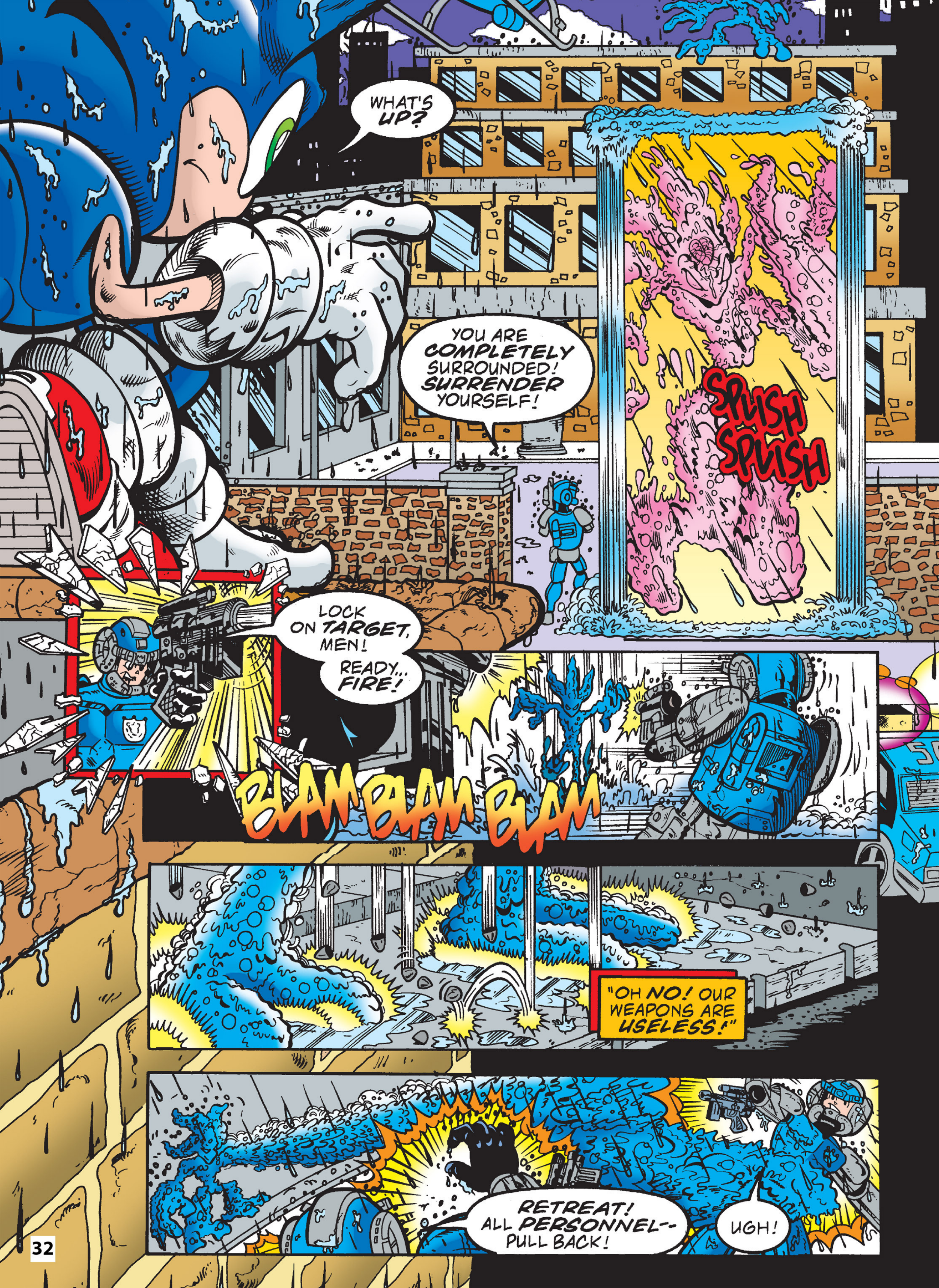

IN ANOTHER PART OF THE HIDDEN CITY...
THAT TRAIN RIDE WAS OKAY BUT I'D RATHER TRAVEL...
...BY AIR!
SPEAKING OF AIR, I JUST BETTER REMEMBER THAT THE SKY IS FAKE --
-- IF I GO TOO FAR I'LL HIT THE INSIDE OF THE MOUNTAIN! BUT I THINK I'M OK --
--SO NOW'S MY CHANCE TO SEE JUST HOW WELL...
...MY NEW BI-PLANE, THE "TORNADO" HANDLES!
JUST LIKE I THOUGHT-- SHE FLIES LIKE A BIRD!

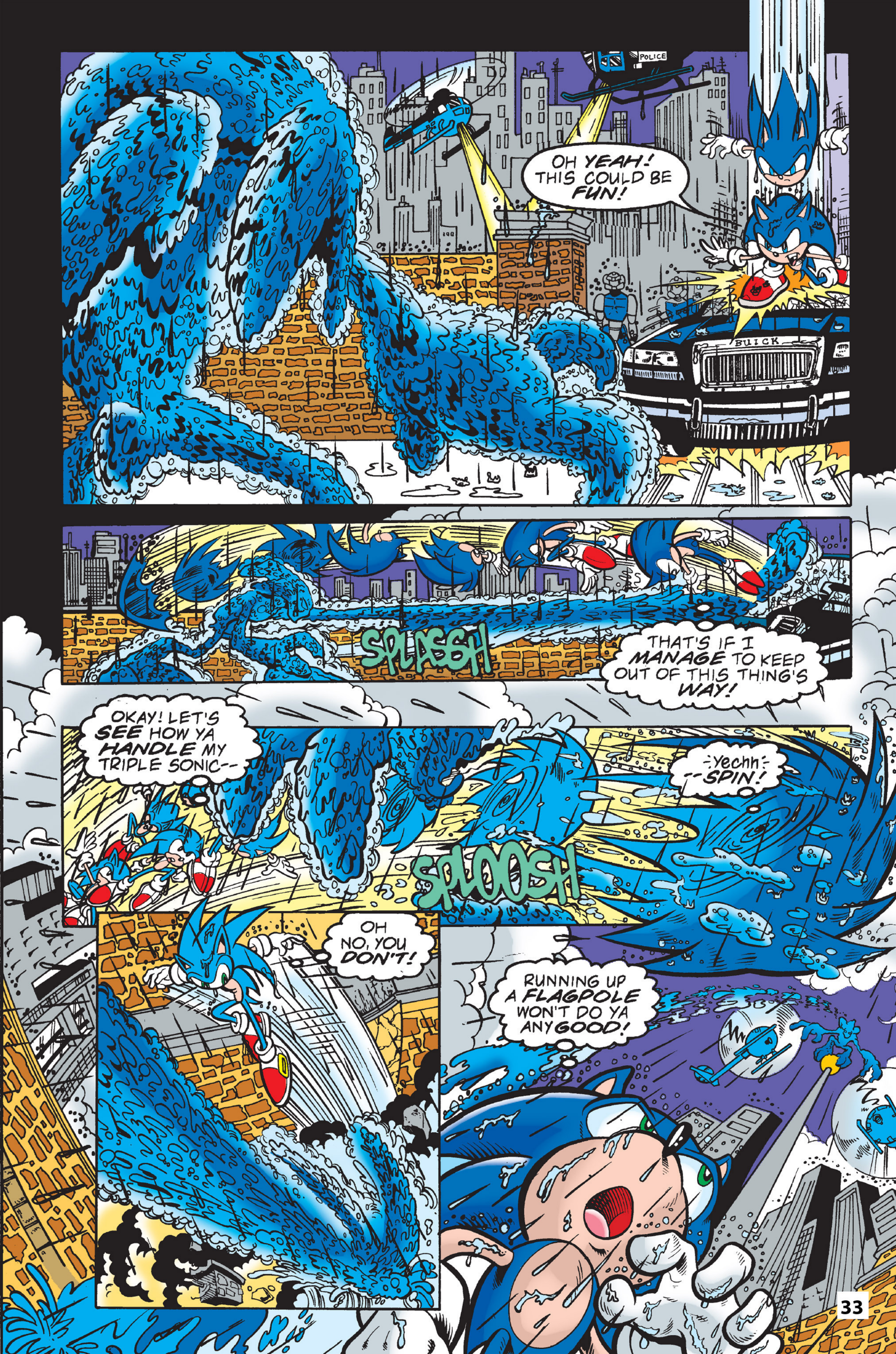

WAY COOL MOVES, TAILS!
NOW IT'S TIME FOR ME TO FIND SOME REAL EXCITEMENT--
--SOMETHING COMPLETELY WILD AND DIFFERENT!
FIRST, A QUICK PIT-STOP BACK AT OUR CURRENT CRASH-PAD AND... AND...
WHOAH.
CHECK OUT THE POOL!
WELL, SERENADING A CAPTIVATED AUDIENCE OF OVERLANDER GROUPIES WASN'T EXACTLY THE KIND OF ADVENTURE I WAS LOOKING FOR...
...BUT NOW THAT I'VE FOUND IT, CAN I REALLY COMPLAIN?

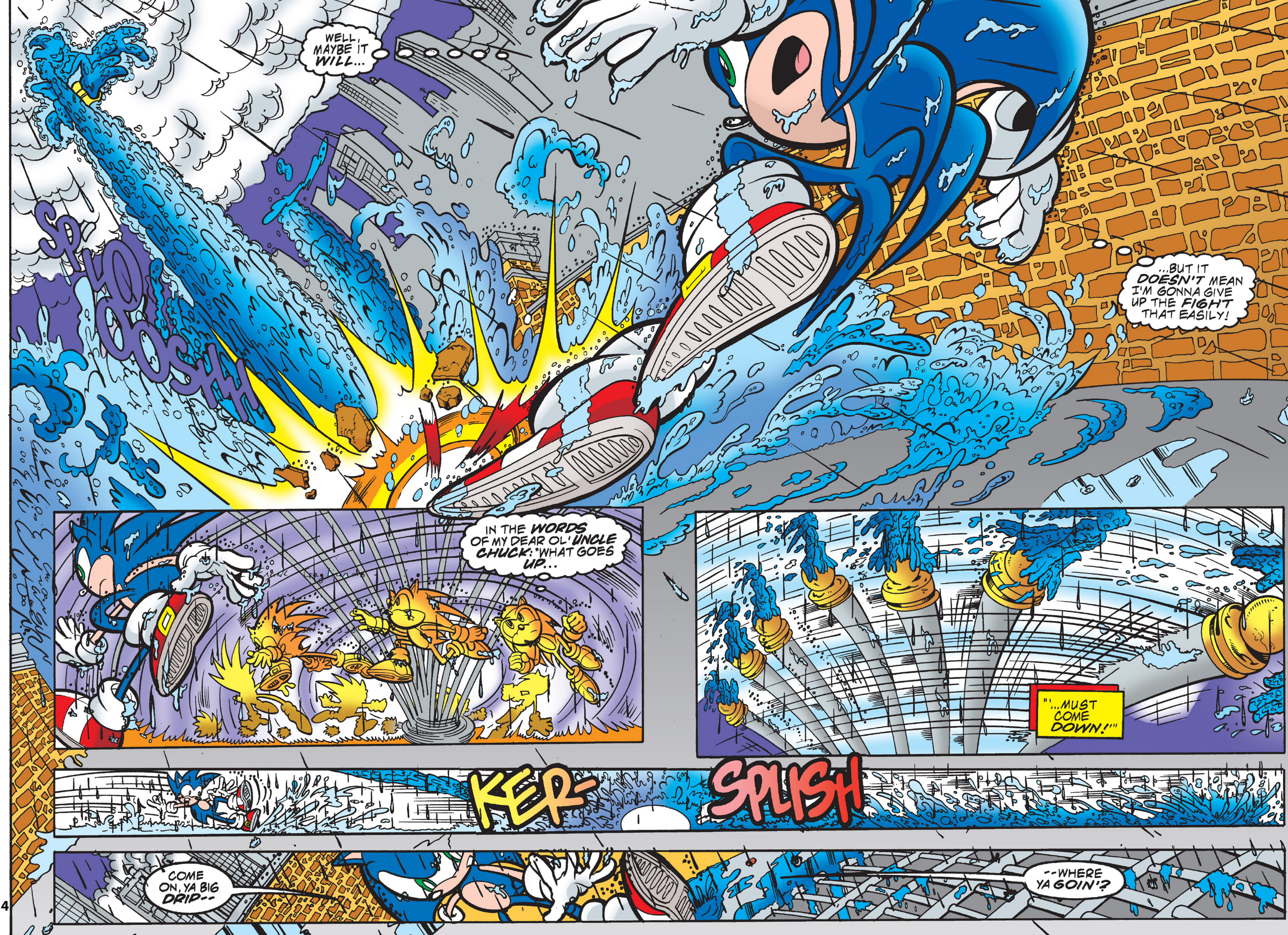

ELSEWHERE...
I DON'T RECOGNIZE THE TERM *OVERLANDERS!*
WE CALL OURSELVES *HUMANS.* ANY OTHER QUESTIONS?
YES, I DON'T *UNDERSTAND*--
--WHY YOUR *CIVILIZATION* WASN'T YET MADE *CONTACT* WITH THE REST OF THE *WORLD* MISTER MAYOR.
WELL, PRINCESS, THE *CITY* HAS BEEN CUT *OFF* FROM THE REST OF THE *GLOBE* FOR SO *LONG* IT'S BECOME *SELF-SUFFICIENT*--
--WITH NO *REASON* TO *ESTABLISH* OUTSIDE *RELATIONS.*
WITH *NO* REASON...
...UNTIL NOW.
I LOOK *FORWARD* TO THE *FUTURE.*
BUT THE FUTURE IS GONNA HAFTA WAIT UNTIL NEXT MONTH!
WANTED: PAULA "THE DOG-CATCHER
JA + VALO
"the JOHNSON SISTERS"
BLAMO
WHEETMO
ISTO E VANDELISMO
SPAZ IS GOD
NO STAND
NO STAND

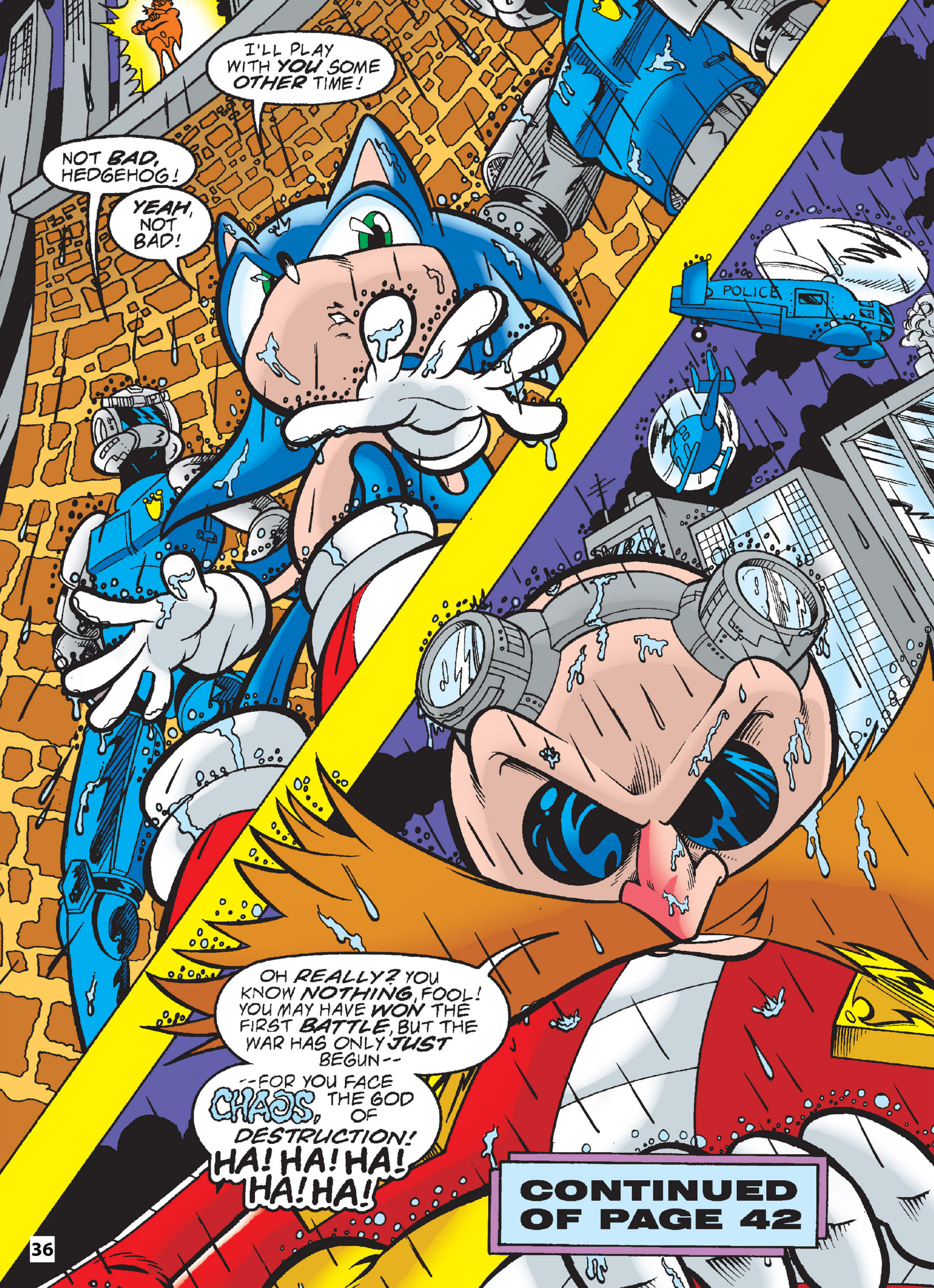

SONIC
THE HEDGEHOG
IN
NIGHT OF CHAOS!
THIS TOWN IS *AWESOME*--NOTHING LIKE *KNOTHOLE*. I FEEL LIKE MY FAVORITE COMIC BOOK ADVENTURE *HEROES*...THE RUSH...


...THE DARK BAT...
...AND THE SUPER SURFER...
...ALL ROLLED INTO ONE! I WONDER IF...
HEY--WHAT'S UP DOWN THERE? THE COPS LOOK LIKE THEY'RE IN AN AWFULLY BIG HURRY!
Lacy
I'LL FOLLOW THEM AND FIND OUT WHAT'S WRO--
SUFFERIN' SOLES!


WHAT'S **UP?**
YOU ARE **COMPLETELY** SURROUNDED! **SURRENDER** YOURSELF!
SPLISH SPLISH
LOCK ON **TARGET**, MEN!
READY... **FIRE!**
BLAM BLAM BLAM
"OH **NO!** OUR WEAPONS ARE **USELESS!**"
RETREAT! ALL **PERSONNEL**-- PULL BACK!
UGH!


POLICE
OH YEAH! THIS COULD BE FUN!
BUICK
SPLASSH
THAT'S IF I MANAGE TO KEEP OUT OF THIS THING'S WAY!
OKAY! LET'S SEE HOW YA HANDLE MY TRIPLE SONIC--
-yechh- --SPIN!
SPLOOSH
OH NO, YOU DON'T!
RUNNING UP A FLAGPOLE WON'T DO YA ANY GOOD!


WELL, MAYBE IT *WILL*...
SPLOOSH
...BUT IT *DOESN'T* MEAN I'M GONNA GIVE UP THE *FIGHT* THAT EASILY!
IN THE *WORDS* OF MY DEAR OL' *UNCLE CHUCK*: "WHAT GOES *UP*...
"...MUST COME *DOWN*!"
KER-SPLISH
COME ON, YA BIG *DRIP*--
--WHERE YA *GOIN'*?


I'LL PLAY WITH YOU SOME OTHER TIME!
NOT BAD, HEDGEHOG!
YEAH, NOT BAD!
POLICE
OH REALLY? YOU KNOW NOTHING, FOOL! YOU MAY HAVE WON THE FIRST BATTLE, BUT THE WAR HAS ONLY JUST BEGUN--
--FOR YOU FACE CHAOS, THE GOD OF DESTRUCTION! HA! HA! HA! HA! HA!

CONTINUED OF PAGE 42

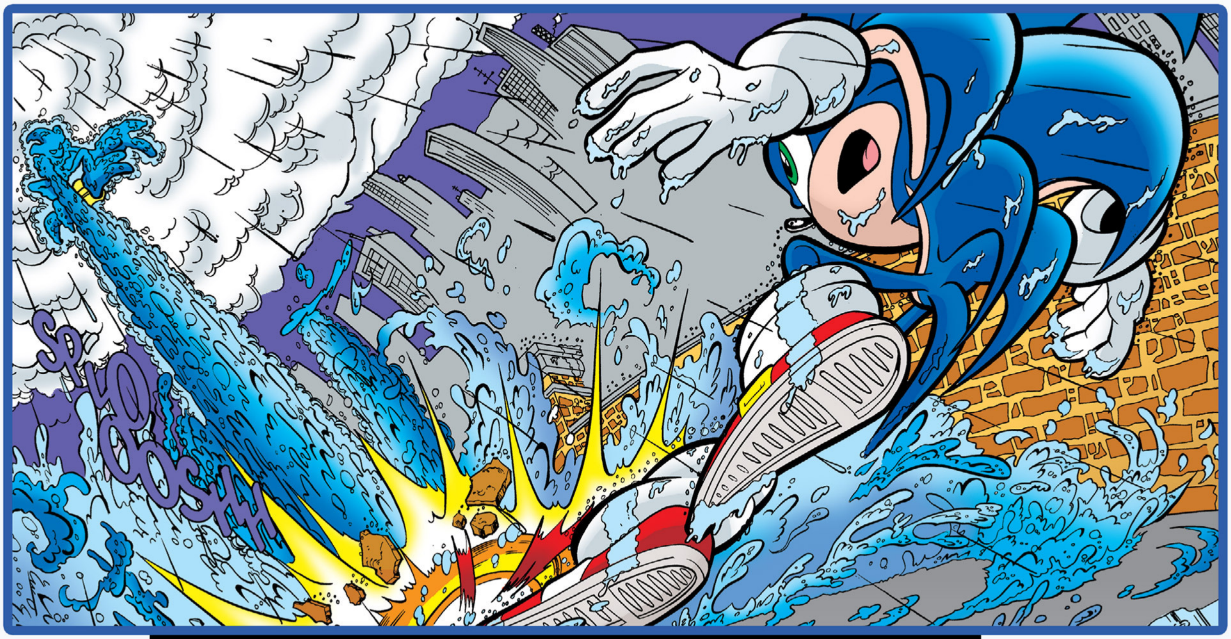
SONIC SUPER SPECIAL PRESENTS A LOOK BACK AT

SONIC ADVENTURE™

THE GAME THAT CHANGED SONIC FOREVER!

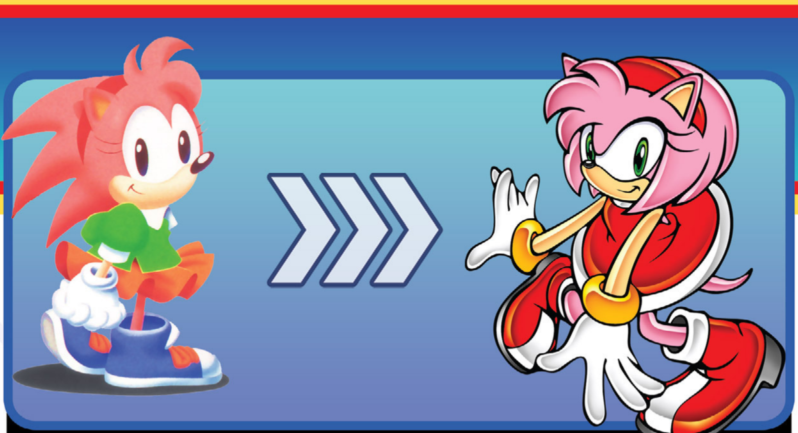
September 9th 1999 is a date that every Sonic fan remembers, as not only the release of Sega's brand new, state of the art console, the Sega Dreamcast, but also the very first Sonic the Hedgehog title to feature 3D game play. *Sonic Adventure* was the catalyst for the modern Sonic gaming era, a game-changer like nothing ever seen before in the Sonic the Hedgehog franchise, and boy was it a blast!

Ever since ***Sonic 1*** on the Sega Genesis, Sonic games have been pretty straightforward, literally. Sonic starts on the left of the screen, and you have to get him to the goal on the right. There is plenty of variation in between, but that was the gist of it. ***Sonic Adventure*** did the same thing, only this time the field was wide open, and there were even more routes to take than ever before.



"AH, YEAH! THIS IS HAPPENIN'!"
SONIC ENCOUNTERS CHAOS FOR THE FIRST TIME IN THE MIDDLE OF STATION SQUARE!

This was made possible through Sonic's new move, the homing attack. This move has become a staple in modern Sonic games, it allows Sonic to home in on enemies, item boxes, and various objects within the game environment, changing how we would play Sonic forever. The gaming experience was also expanded upon with "level up" items. These items added new abilities to Sonic, one was the light speed dash, which allowed Sonic to run along a trail of rings and in some cases reach new areas previously unexplored. This ability has also become a fan favorite, appearing in most of the later titles in the main series.

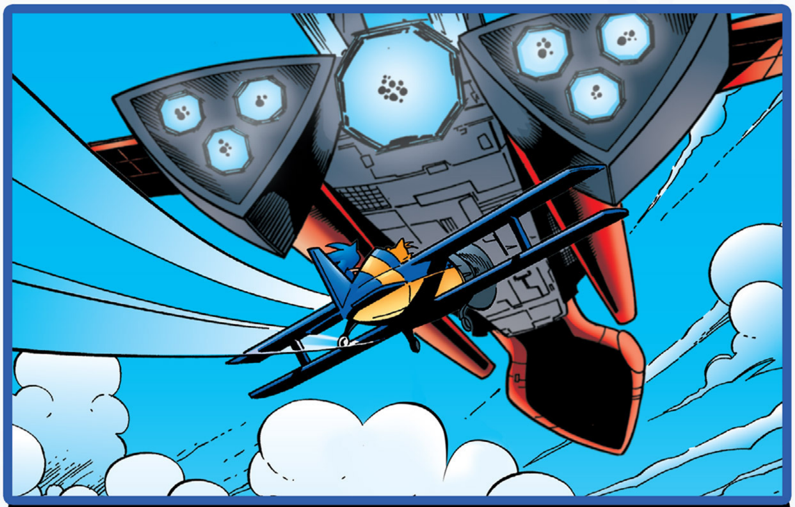


AMAZING AMY!

AMY GOT A MAJOR MAKEOVER FOR HER RETURN IN SONIC ADVENTURE!

Sonic Adventure was also the first Sonic title to ever include various game modes. Aside from the usual action stages and bosses, there were also free roaming areas called adventure fields, as well as sub games which featured all sorts of activities such as piloting Sonic's plane "the Tornado" and snowboarding for your life from an avalanche. These modes were not just limited to the blue blur himself. Sonic's friends Tails, Knuckles, and Amy are also featured as playable characters. All of the main characters received minor tweaks to their character models, except for Amy. Amy went through a total re-design, appearing more mature, and adaptive to her level environment. This game also marked the first appearance of Big the Cat, and Gamma- a robot created by Dr. Eggman, both new playable characters. All of the characters have their own unique abilities that correspond to the levels they play in. For example, Knuckles still runs fast, glides, and climbs walls, but he can now also dig into the ground to search for buried emerald shards.

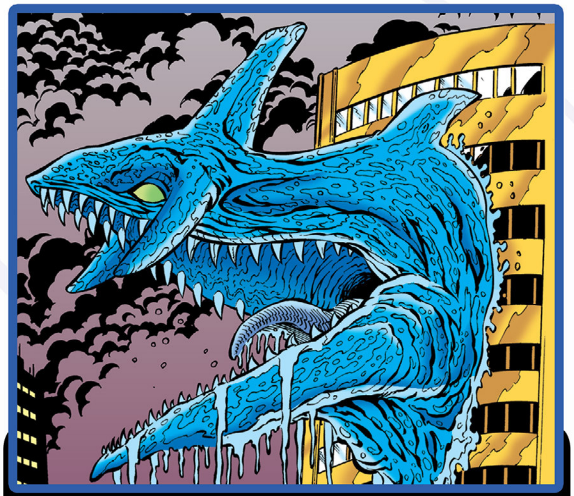
Another feature, which was lightly touched upon in ***Sonic 2***, ***Sonic 3*** and ***Sonic & Knuckles***, was the inclusion of cut scenes. Since the storyline for ***Sonic Adventure*** was so detailed, it required scenes in-between levels to help move the story along, as well as feature key dialogue for the first time ever in a Sonic game. ***Sonic Adventure*** has an awesome story where Dr. Robotnik, now referred to as Eggman by Sonic, takes control of an ancient water monster called Chaos.



THE TORNADO II TAKES FLIGHT

THE ORIGINAL TORNADO GOT SHOT DOWN BY THE EGG CARRIER. TAILS DECIDED TO MAKE AN ALL NEW PLANE. THE TORNADO II IS ABLE TO TRANSFORM MAKING IT FASTER THAN EVER!

FEATURE CONTINUED ON PG 40



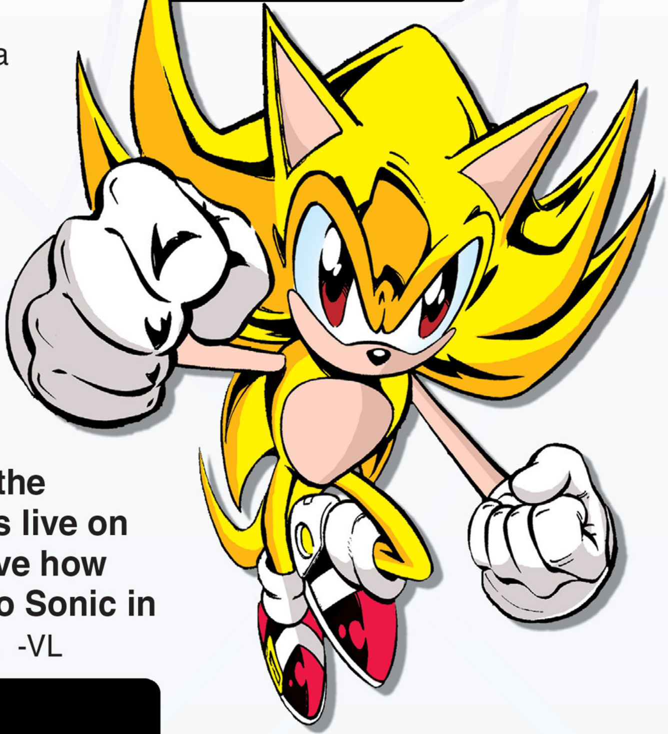
PERFECTION ACHIEVED!
"PERFECT CHAOS" EMERGES AFTER ABSORBING ALL SEVEN CHAOS EMERALDS!

Chaos is known as the god of destruction, and Eggman is determined to unleash its fury on the world. To do this, Dr. Eggman must find the Chaos Emeralds and use them to power up Chaos. It's up to Sonic to find the Chaos Emeralds before Eggman does and put an end to his devious scheme. The story is the first in the series to be really dramatic and involved; these were also the first scenes in the Sonic series where Sonic actually talked.

All of Sonic's friends were seen in a new light. Even though we always knew that Sonic was the "blue dude with tude," (insert impatient foot tapping here) having him speak emphasized and expanded upon his personality. Being able to play the main story through each individual character's perspective was also a nice touch.

Take Amy's story for instance, her scenes explain how she met the flickie bird that constantly follows her around, and it explains why the bird is significant. If you only play Sonic's story, you only get a sliver of Amy's story, and you don't know why she is being pursued by Eggman's robot in the first place. Each of the character's stories brings something new; it's like a virtual puzzle that is only truly complete after you play as each character.

SUPER SONIC



***Sonic Adventure* was not only a continuation of a great game series, but it also served as a transition and evolution for the franchise. Even in the more recent titles, such as *Sonic Colors* and *Sonic Generations*, the "*Adventure*" aspects live on and continue to prove how important they are to Sonic in the third dimension.** -VL

SEGA
SONIC ADVENTURE™

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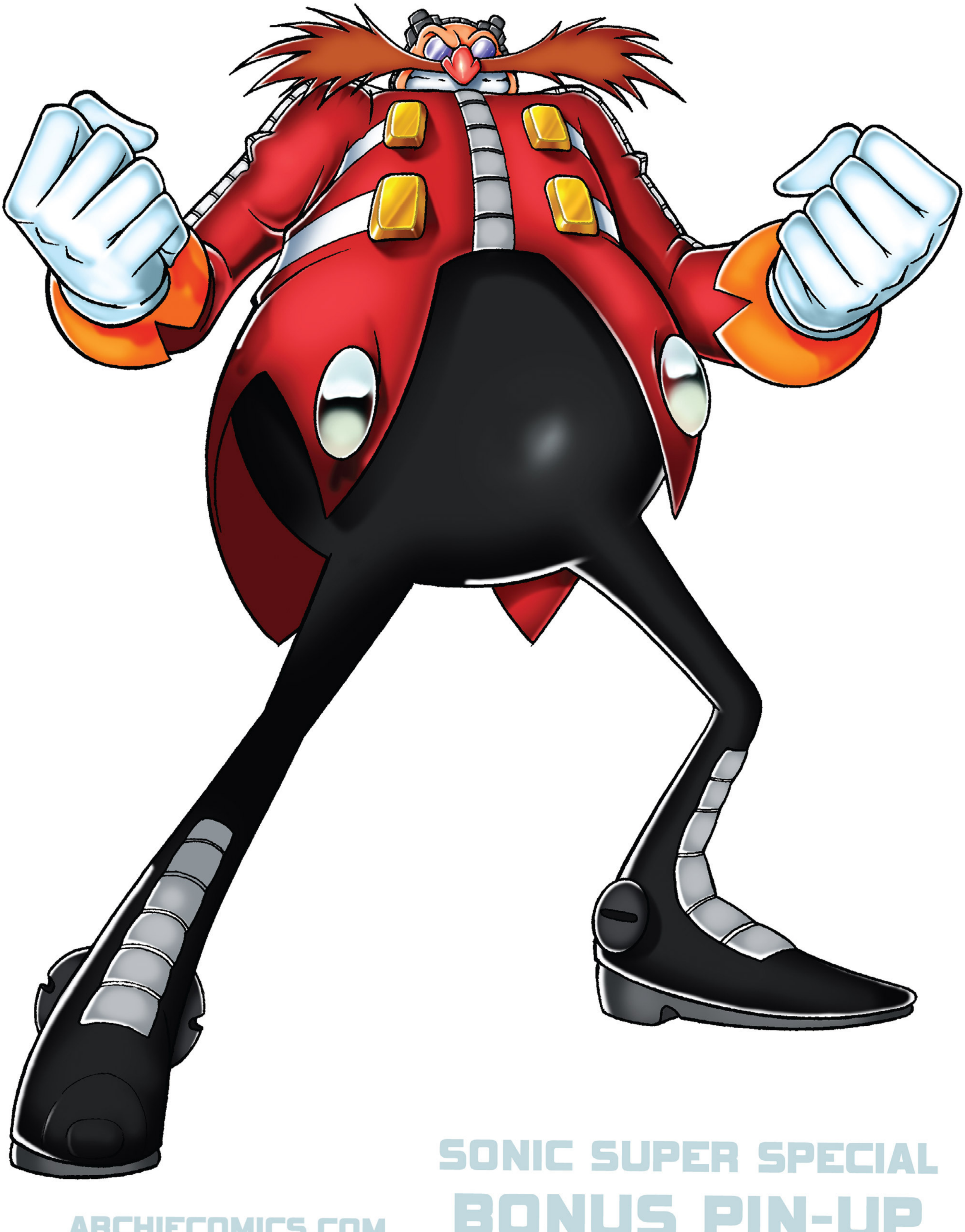
SONIC ADVENTURE IS AVAILABLE NOW FOR DIGITAL DOWNLOAD ON PSN & XBOX LIVE ARCADE!



DR. IVO "EGGMAN" ROBOTNIK

SONIC SUPER SPECIAL

BONUS PIN-UP

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SONIC ADVENTURE
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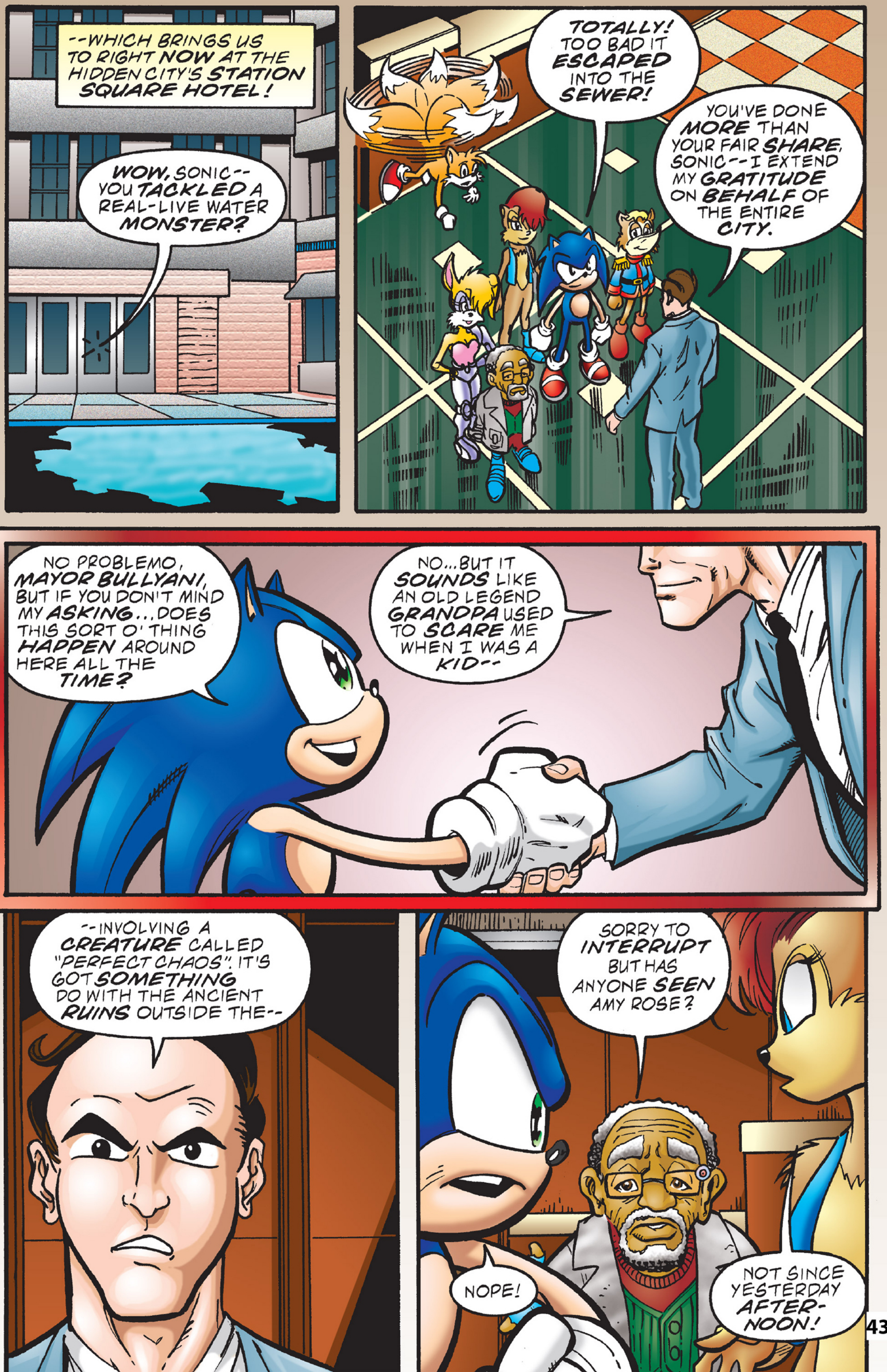
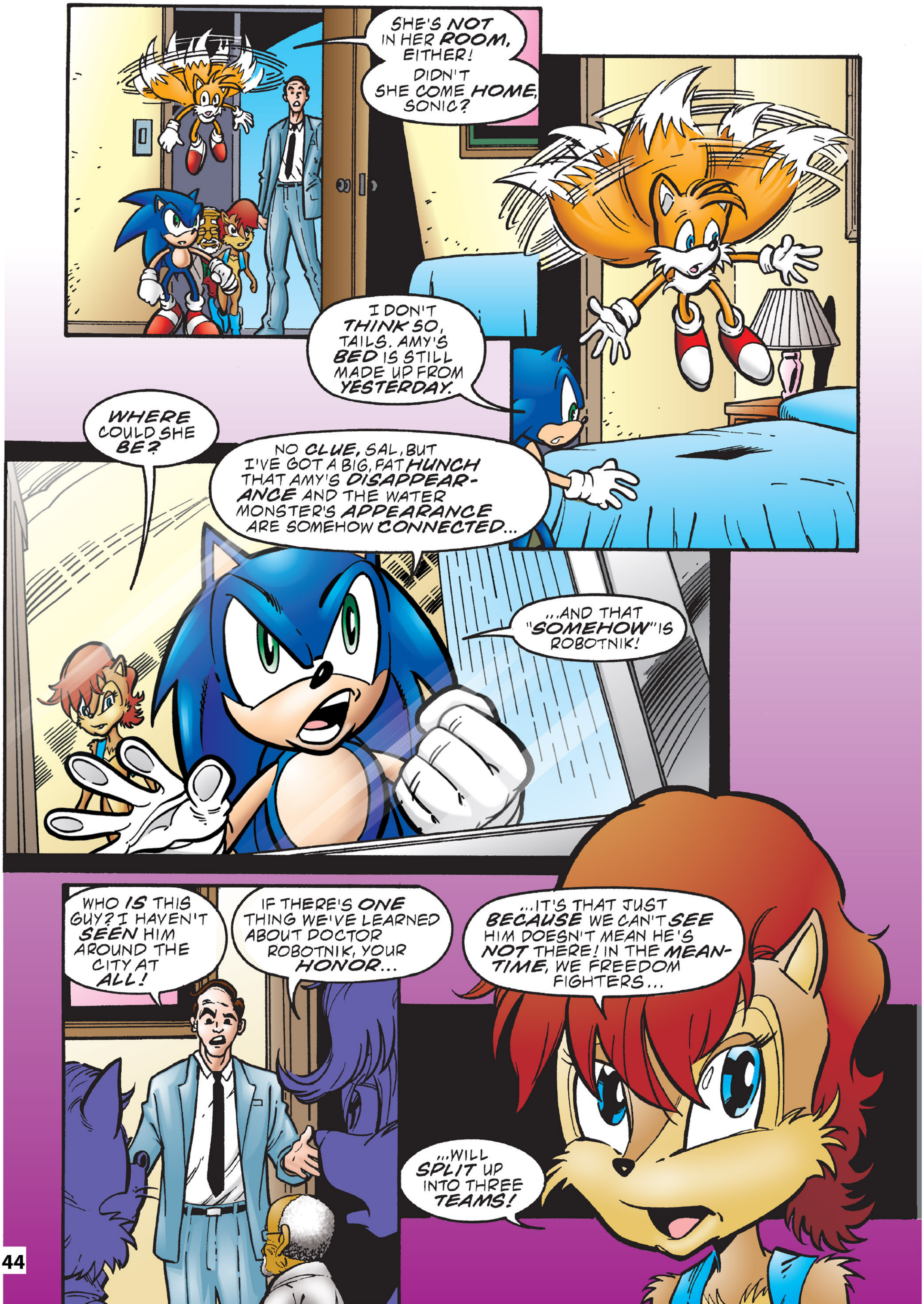
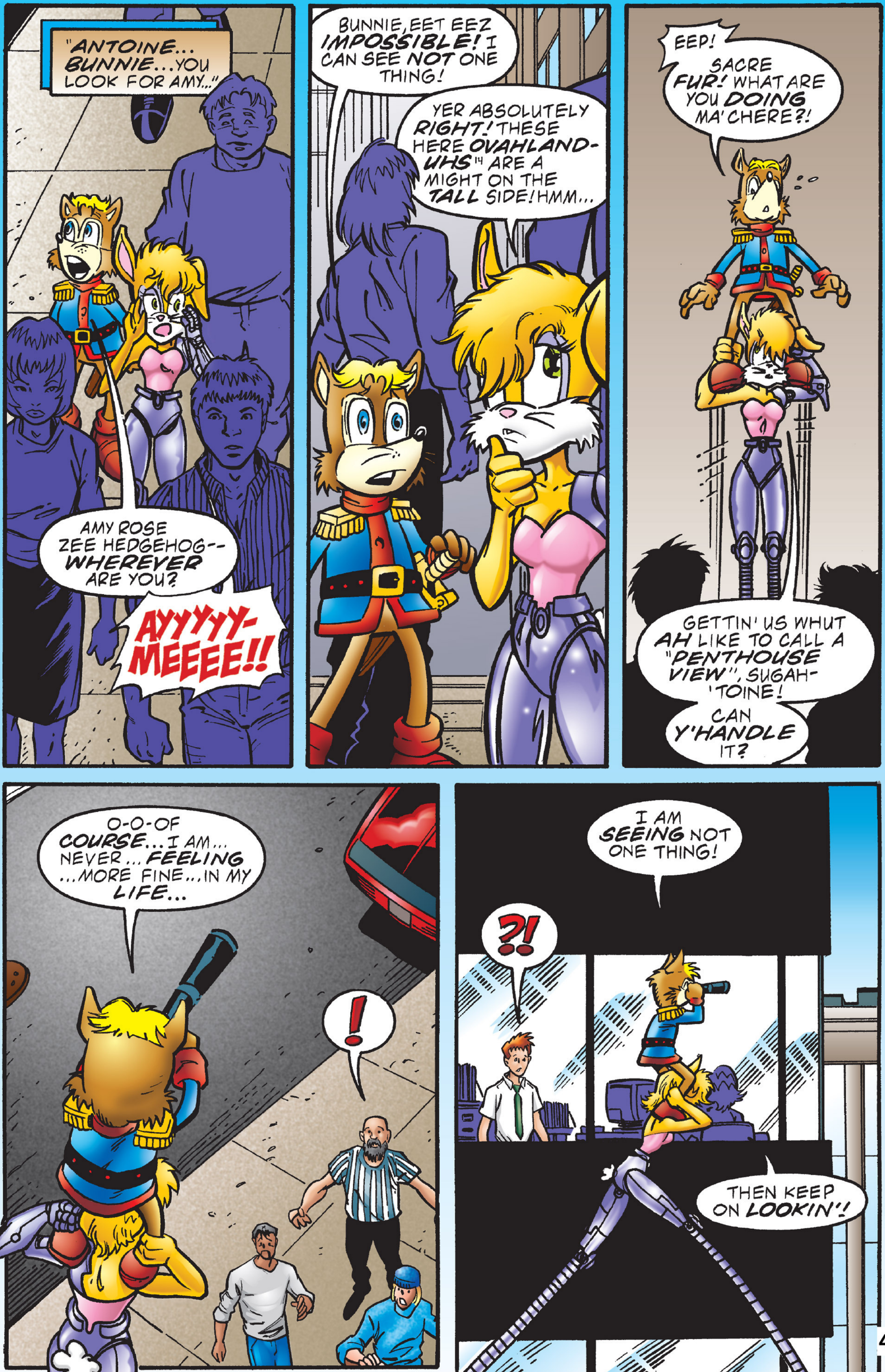
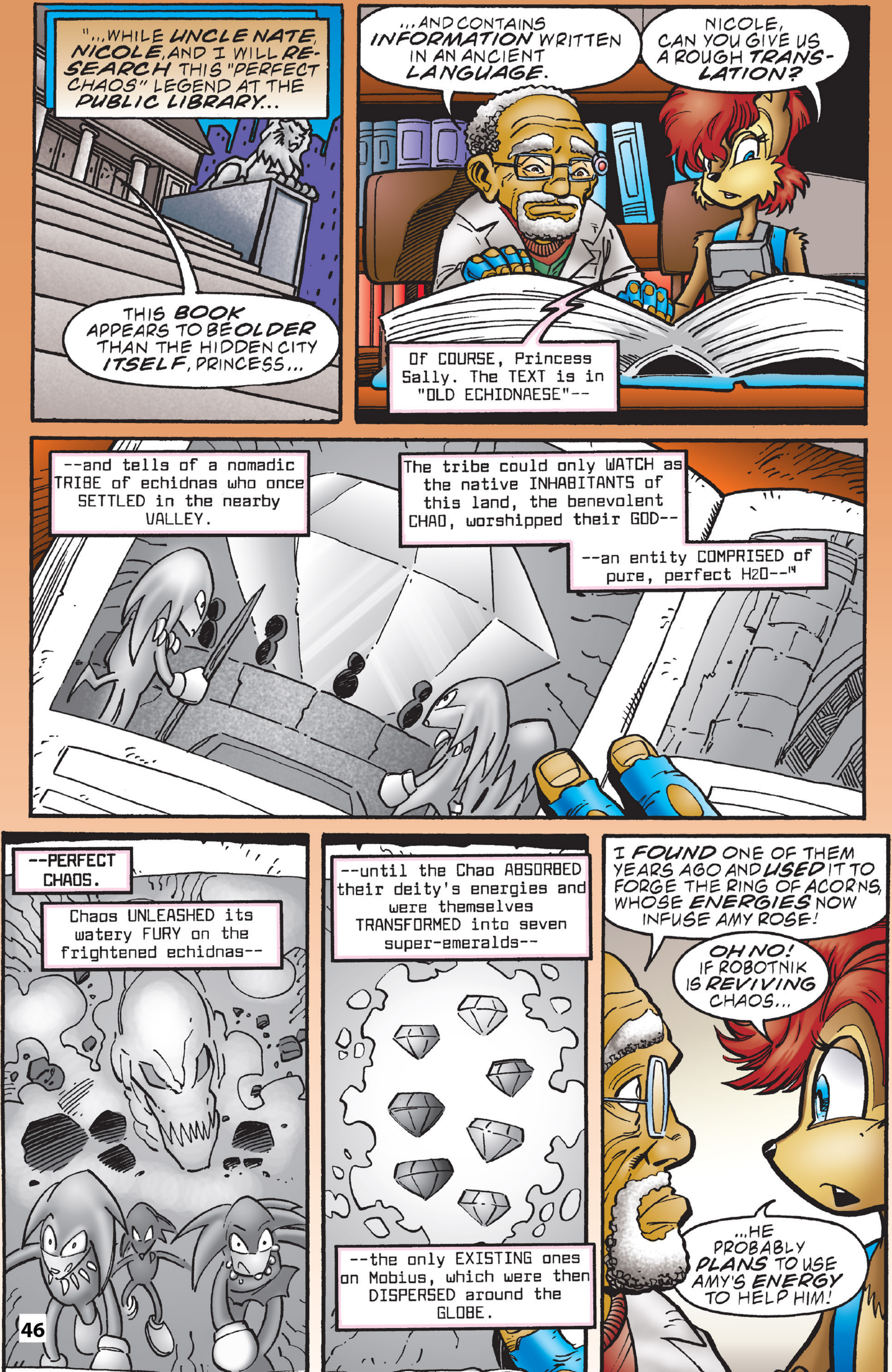
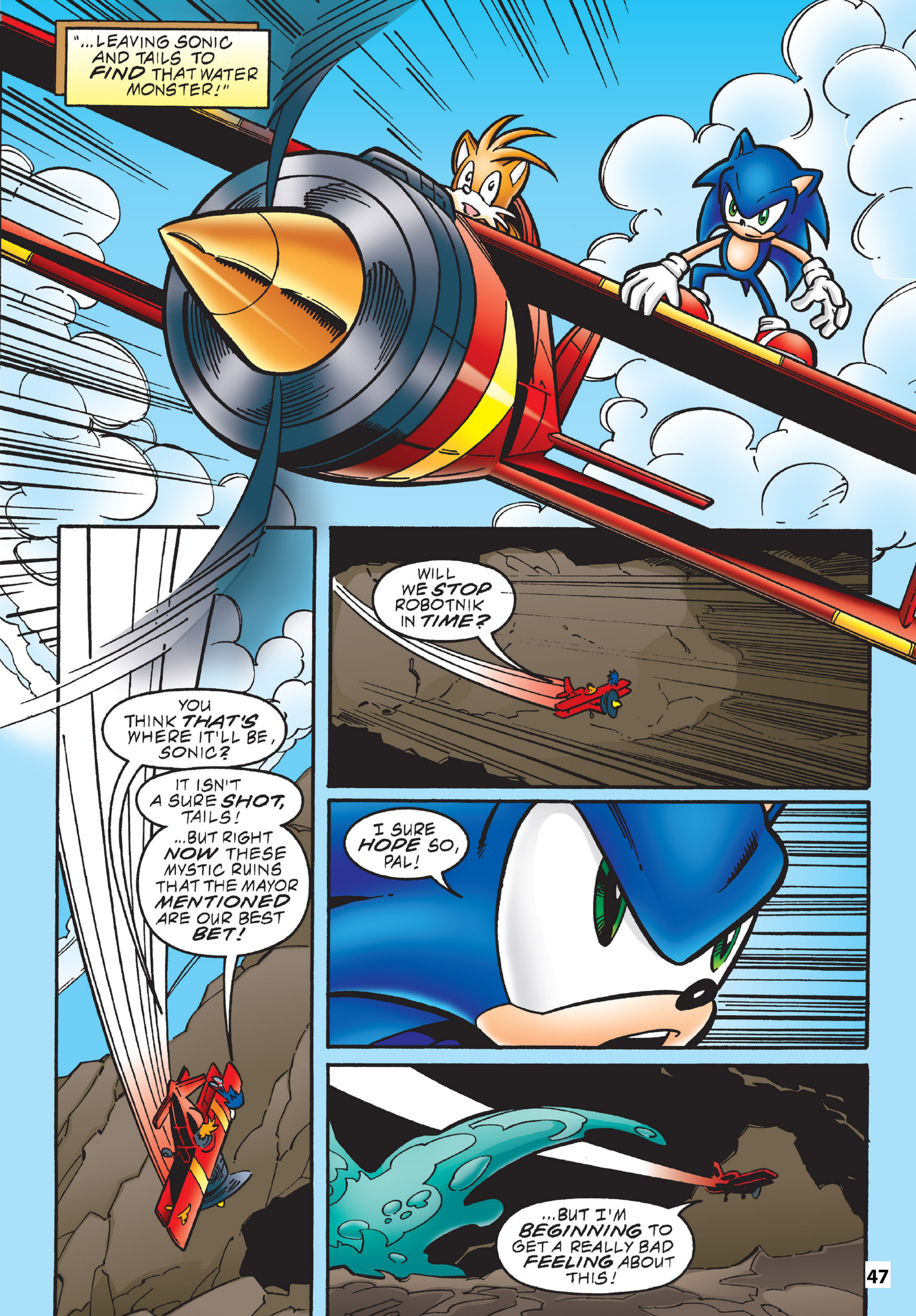
SONIC ADVENTURE PART II

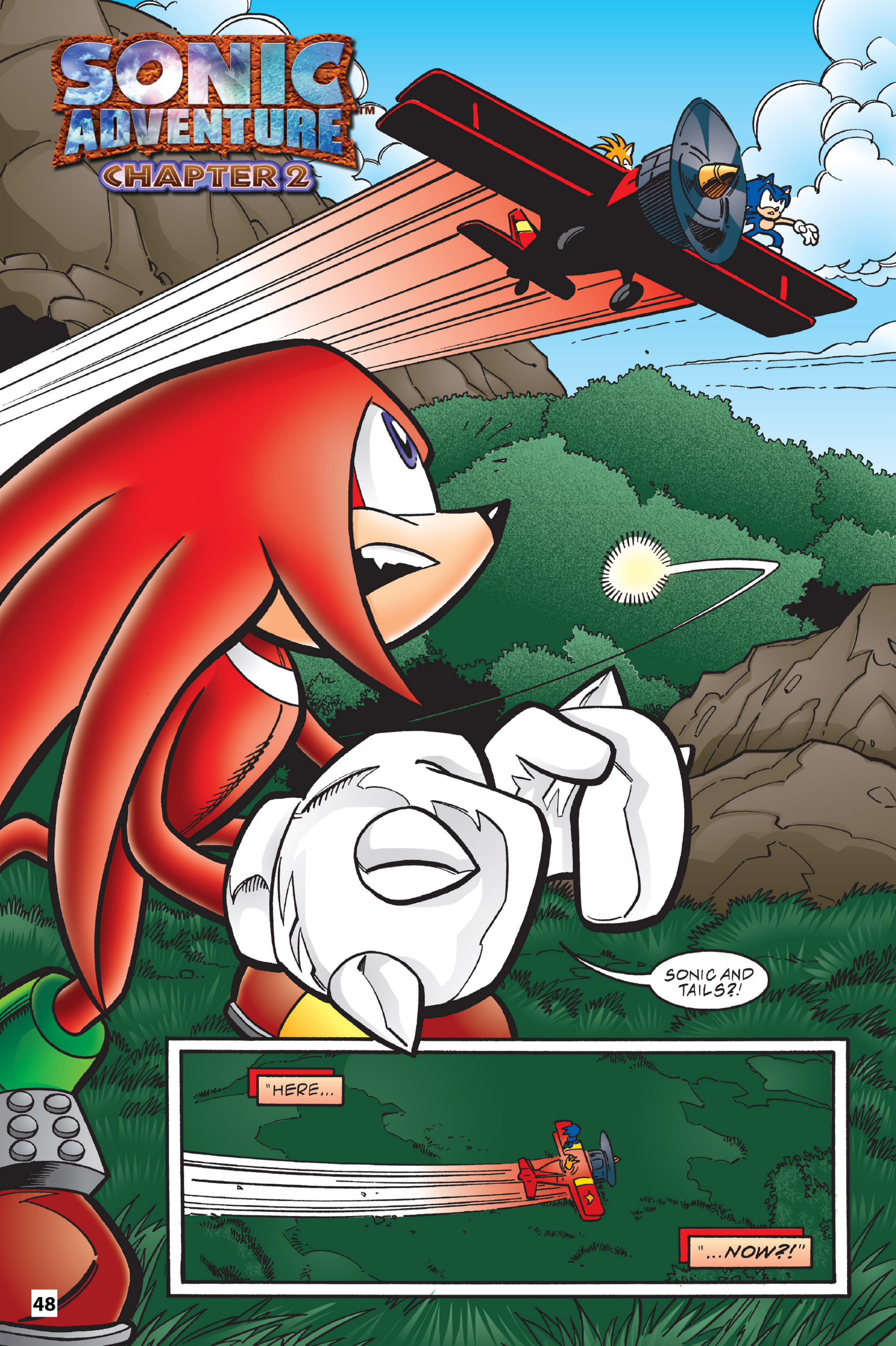

--WHICH BRINGS US TO RIGHT NOW AT THE HIDDEN CITY'S STATION SQUARE HOTEL!
WOW, SONIC-- YOU TACKLED A REAL-LIVE WATER MONSTER?
TOTALLY! TOO BAD IT ESCAPED INTO THE SEWER!
YOU'VE DONE MORE THAN YOUR FAIR SHARE, SONIC--I EXTEND MY GRATITUDE ON BEHALF OF THE ENTIRE CITY.
NO PROBLEMO, MAYOR BULLYANI, BUT IF YOU DON'T MIND MY ASKING...DOES THIS SORT O' THING HAPPEN AROUND HERE ALL THE TIME?
NO...BUT IT SOUNDS LIKE AN OLD LEGEND GRANDPA USED TO SCARE ME WHEN I WAS A KID--
--INVOLVING A CREATURE CALLED "PERFECT CHAOS". IT'S GOT SOMETHING DO WITH THE ANCIENT RUINS OUTSIDE THE--
SORRY TO INTERRUPT BUT HAS ANYONE SEEN AMY ROSE?
NOPE!
NOT SINCE YESTERDAY AFTER-NOON!

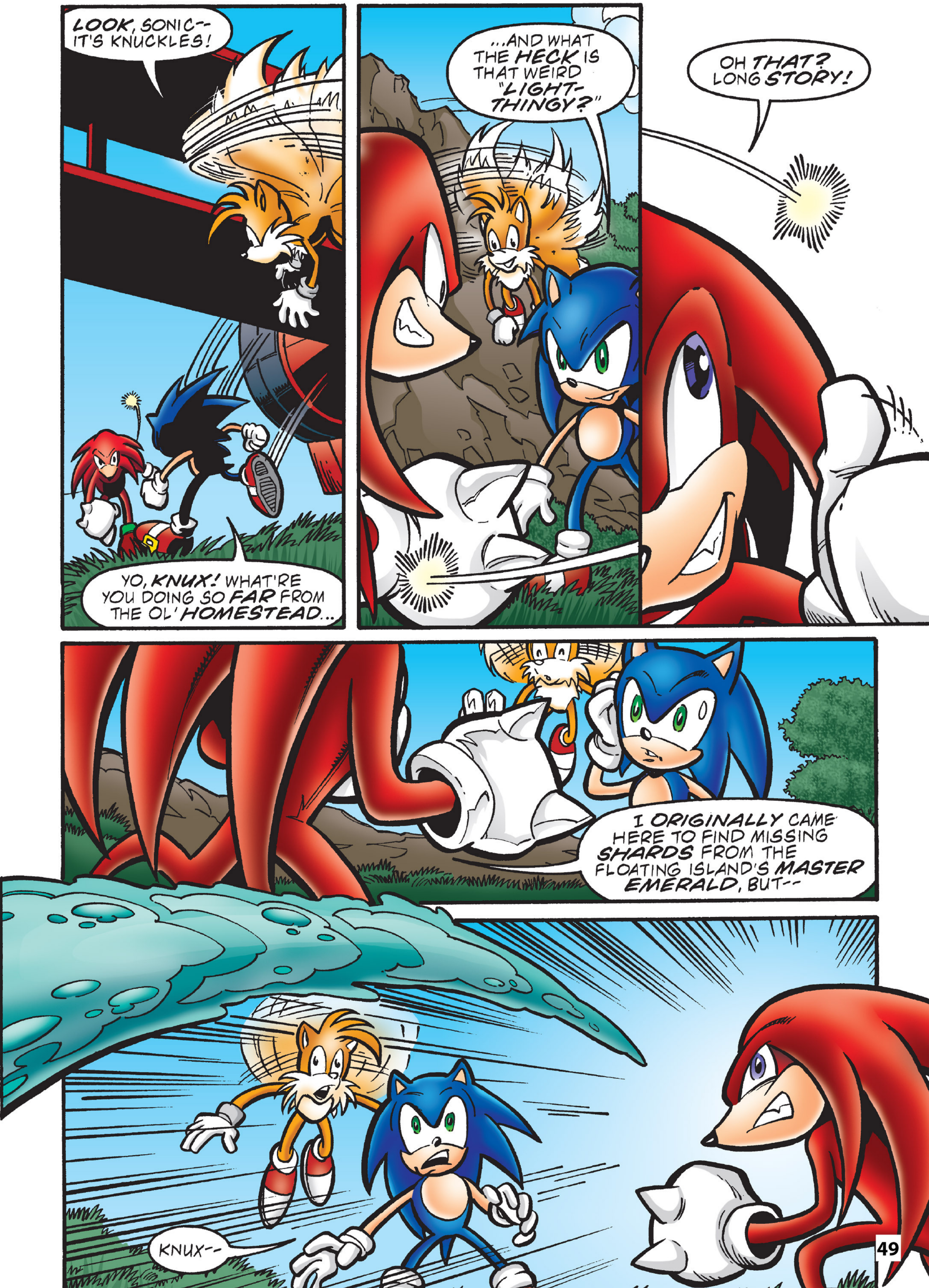

SHE'S NOT IN HER ROOM, EITHER! DIDN'T SHE COME HOME, SONIC?
I DON'T THINK SO, TAILS. AMY'S BED IS STILL MADE UP FROM YESTERDAY.
WHERE COULD SHE BE?
NO CLUE, SAL, BUT I'VE GOT A BIG, FAT HUNCH THAT AMY'S DISAPPEARANCE AND THE WATER MONSTER'S APPEARANCE ARE SOMEHOW CONNECTED...
...AND THAT "SOMEHOW" IS ROBOTNIK!
WHO IS THIS GUY? I HAVEN'T SEEN HIM AROUND THE CITY AT ALL!
IF THERE'S ONE THING WE'VE LEARNED ABOUT DOCTOR ROBOTNIK, YOUR HONOR...
...IT'S THAT JUST BECAUSE WE CAN'T SEE HIM DOESN'T MEAN HE'S NOT THERE! IN THE MEANTIME, WE FREEDOM FIGHTERS...
...WILL SPLIT UP INTO THREE TEAMS!

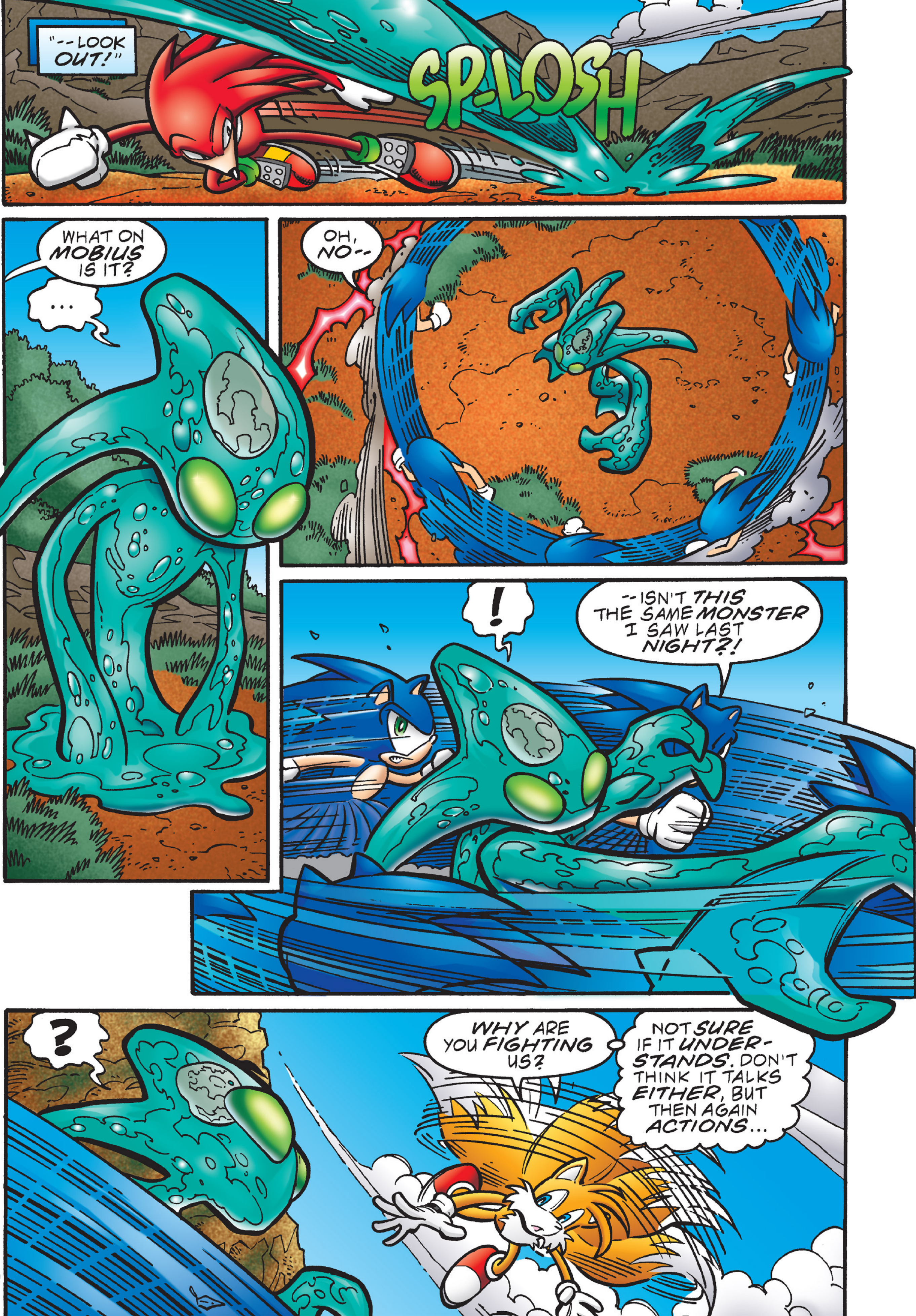

"ANTOINE... BUNNIE...YOU LOOK FOR AMY..."
AMY ROSE ZEE HEDGEHOG--WHEREVER ARE YOU?
AYYYYY-MEEEE!!
BUNNIE, EET EEZ IMPOSSIBLE! I CAN SEE NOT ONE THING!
YER ABSOLUTELY RIGHT! THESE HERE OVAHLANDUHS[14] ARE A MIGHT ON THE TALL SIDE! HMM...
EEP!
SACRE FUR! WHAT ARE YOU DOING MA'CHERE?!
GETTIN' US WHUT AH LIKE TO CALL A "PENTHOUSE VIEW", SUGAH-'TOINE!
CAN Y'HANDLE IT?
O-O-OF COURSE... I AM... NEVER... FEELING ...MORE FINE... IN MY LIFE...
!
I AM SEEING NOT ONE THING!
?!
THEN KEEP ON LOOKIN'!

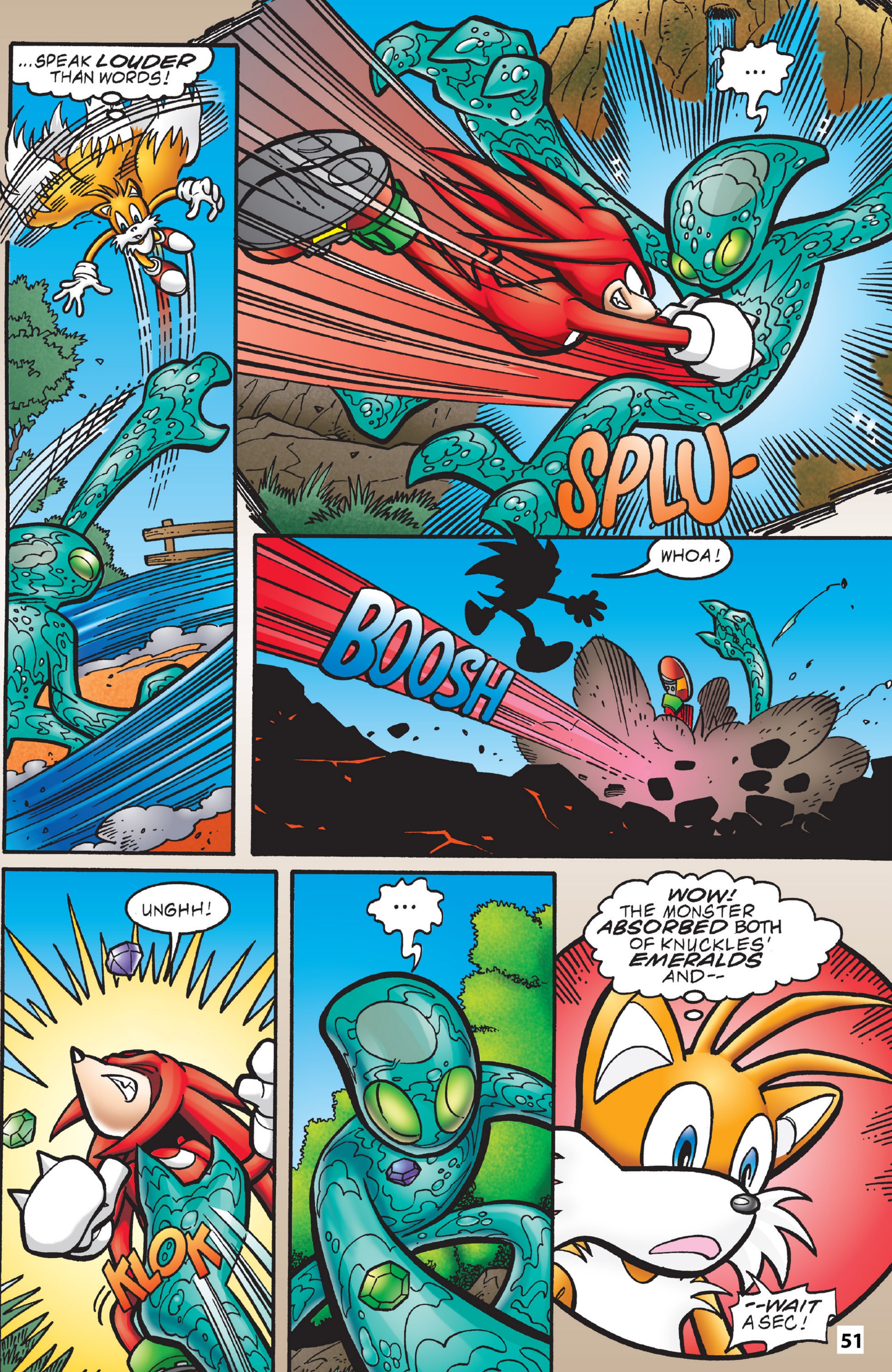

"...WHILE UNCLE NATE, NICOLE, AND I WILL RESEARCH THIS "PERFECT CHAOS" LEGEND AT THE PUBLIC LIBRARY...
THIS BOOK APPEARS TO BE OLDER THAN THE HIDDEN CITY ITSELF, PRINCESS...
...AND CONTAINS INFORMATION WRITTEN IN AN ANCIENT LANGUAGE.
NICOLE, CAN YOU GIVE US A ROUGH TRANSLATION?
Of COURSE, Princess Sally. The TEXT is in "OLD ECHIDNAESE"--
--and tells of a nomadic TRIBE of echidnas who once SETTLED in the nearby VALLEY.
The tribe could only WATCH as the native INHABITANTS of this land, the benevolent CHAO, worshipped their GOD--
--an entity COMPRISED of pure, perfect H2O--14
--PERFECT CHAOS.
Chaos UNLEASHED its watery FURY on the frightened echidnas--
--until the Chao ABSORBED their deity's energies and were themselves TRANSFORMED into seven super-emeralds--
--the only EXISTING ones on Mobius, which were then DISPERSED around the GLOBE.
I FOUND ONE OF THEM YEARS AGO AND USED IT TO FORGE THE RING OF ACORNS, WHOSE ENERGIES NOW INFUSE AMY ROSE!
OH NO! IF ROBOTNIK IS REVIVING CHAOS...
...HE PROBABLY PLANS TO USE AMY'S ENERGY TO HELP HIM!

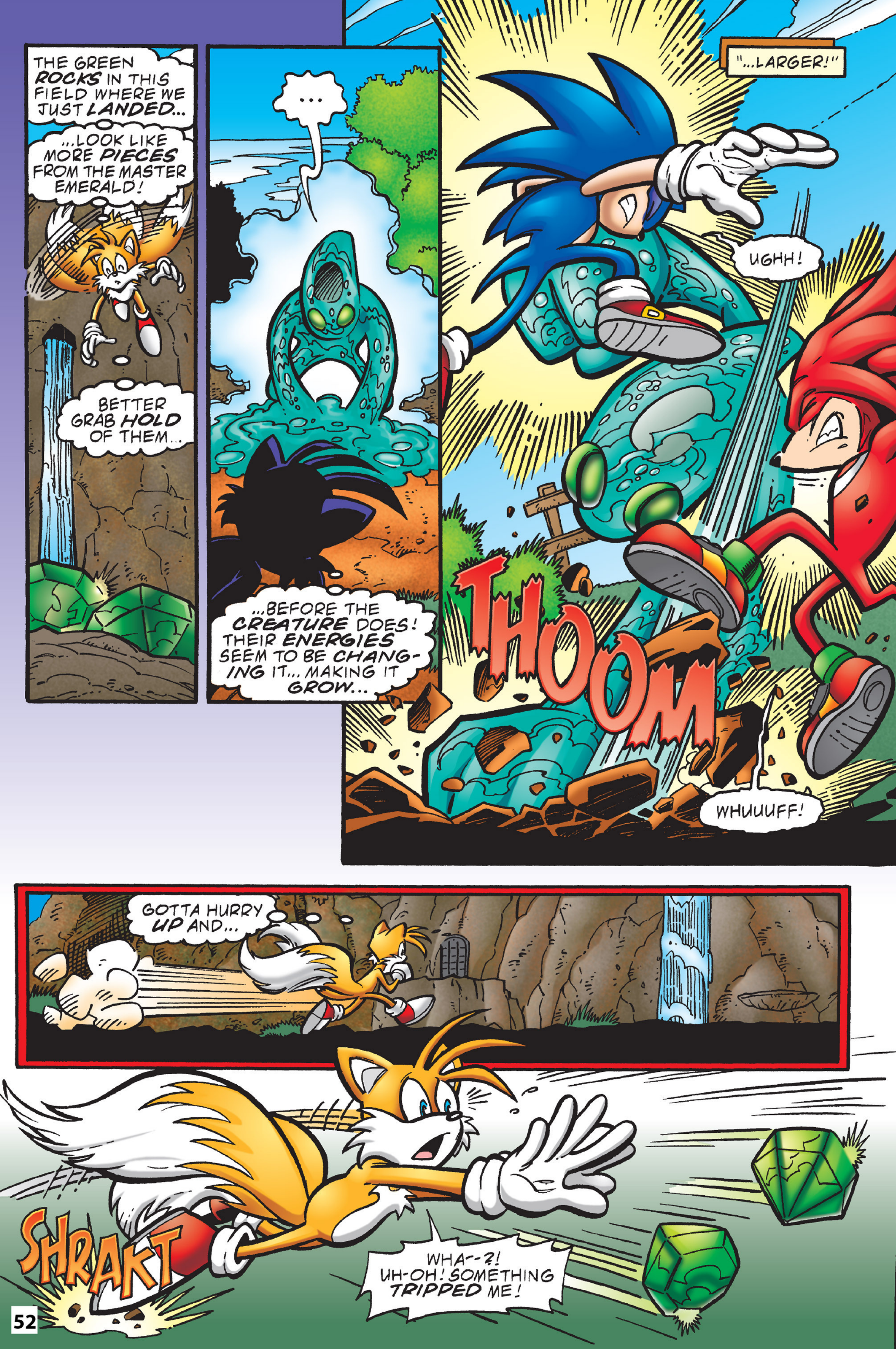

"...LEAVING SONIC AND TAILS TO *FIND* THAT WATER MONSTER!"
YOU THINK *THAT'S* WHERE IT'LL BE, SONIC?
IT ISN'T A SURE *SHOT,* TAILS!
...BUT RIGHT *NOW* THESE MYSTIC RUINS THAT THE MAYOR *MENTIONED* ARE OUR BEST *BET!*
WILL WE *STOP* ROBOTNIK IN *TIME?*
I SURE *HOPE* SO, PAL!
...BUT I'M *BEGINNING* TO GET A REALLY BAD *FEELING* ABOUT THIS!

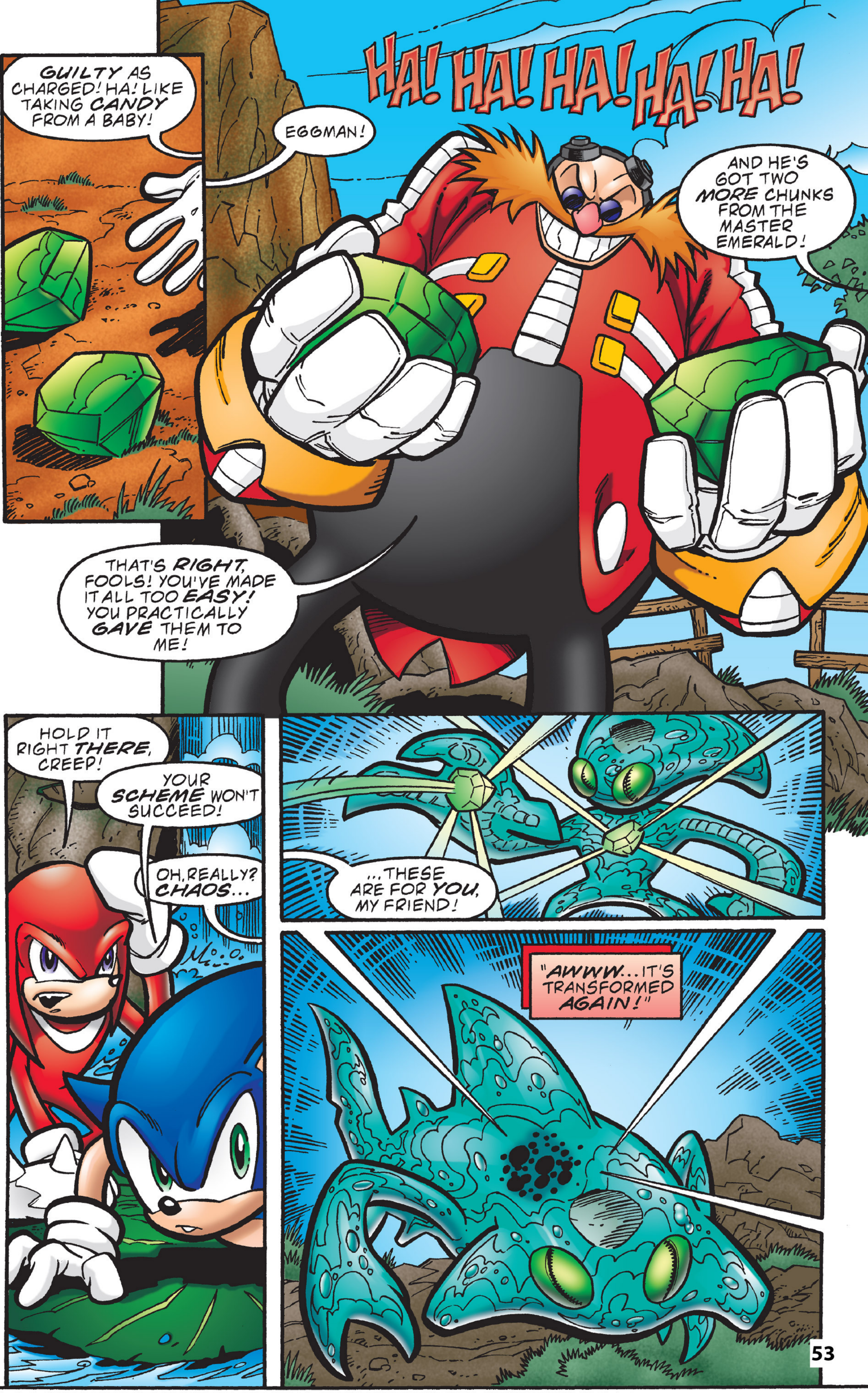

SONIC ADVENTURE™
CHAPTER 2
SONIC AND TAILS?!
"HERE...
"...NOW?!"


LOOK, SONIC-- IT'S KNUCKLES!
YO, KNUX! WHAT'RE YOU DOING SO FAR FROM THE OL' HOMESTEAD...
...AND WHAT THE HECK IS THAT WEIRD "LIGHT-THINGY?"
OH THAT? LONG STORY!
I ORIGINALLY CAME HERE TO FIND MISSING SHARDS FROM THE FLOATING ISLAND'S MASTER EMERALD, BUT--
KNUX--

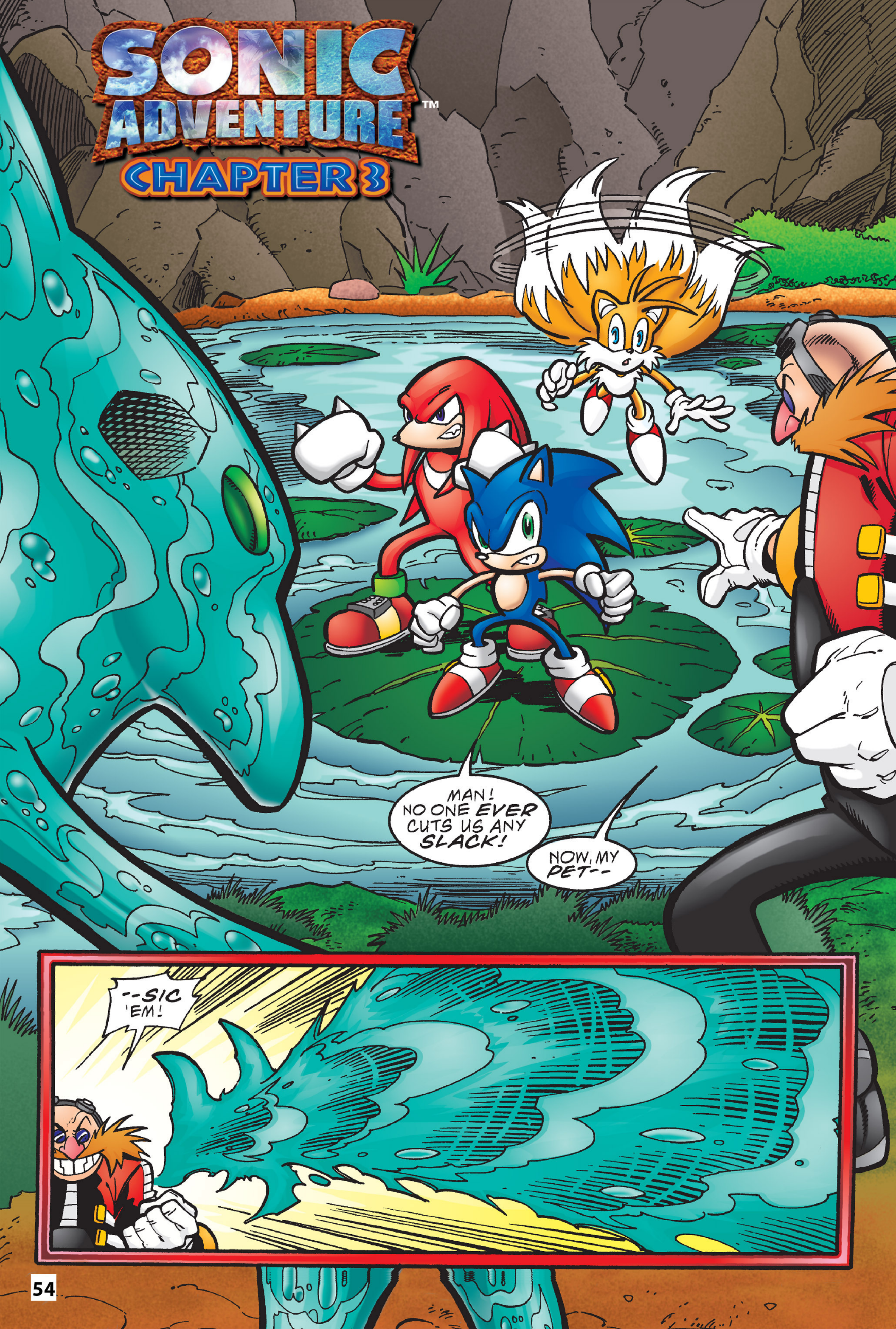

"--LOOK OUT!"
SP-LOSH
WHAT ON *MOBIUS* IS IT?
...
OH, *NO*--
!
--ISN'T *THIS* THE SAME *MONSTER* I SAW LAST *NIGHT?!*
?
WHY ARE YOU *FIGHTING* US?
NOT *SURE* IF IT *UNDERSTANDS*. DON'T THINK IT TALKS *EITHER*, BUT THEN AGAIN *ACTIONS*...

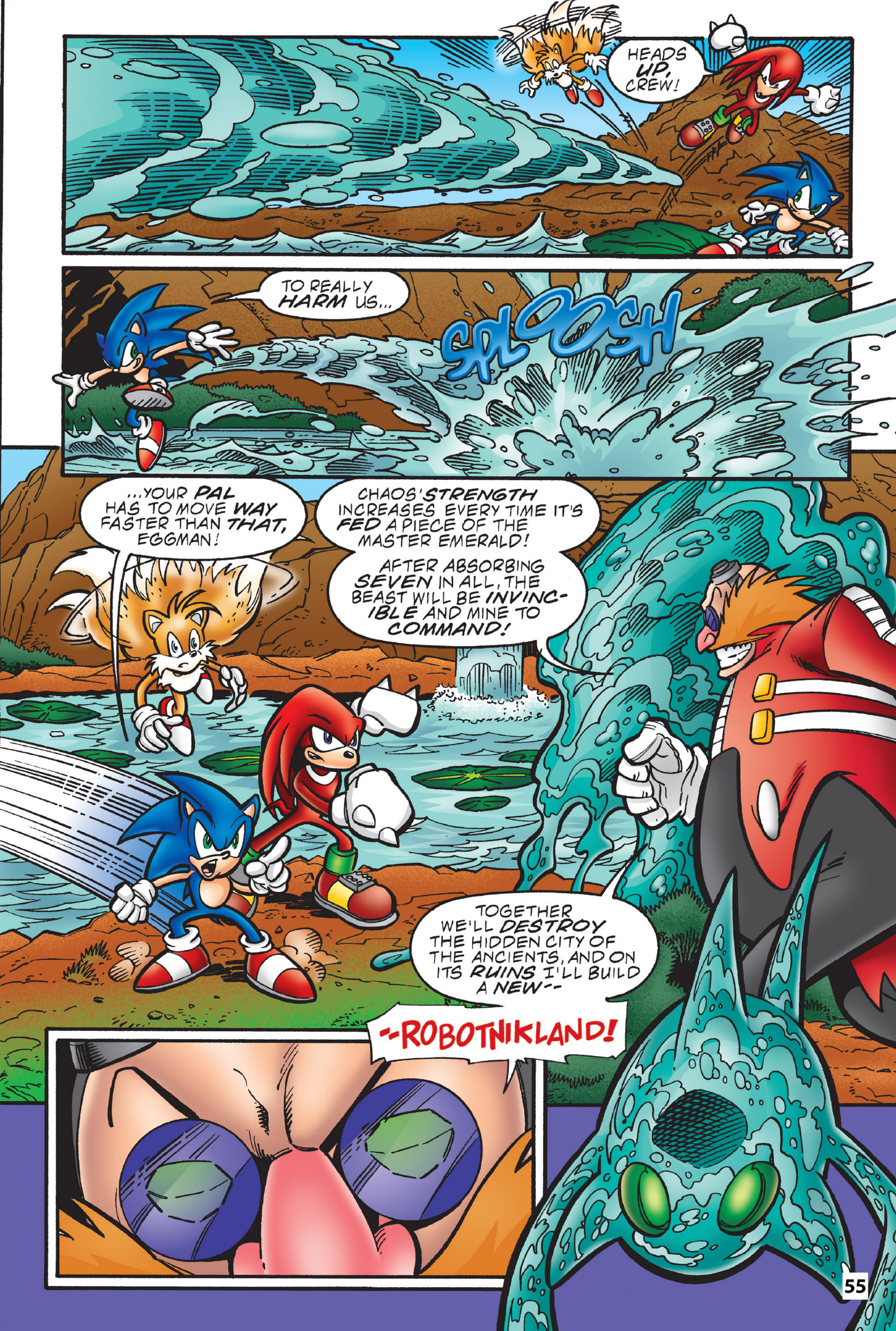

...SPEAK LOUDER THAN WORDS!
...
SPLU-
WHOA!
BOOSH
UNGHH!
KLOK
...
WOW! THE MONSTER ABSORBED BOTH OF KNUCKLES' EMERALDS AND--
--WAIT A SEC!

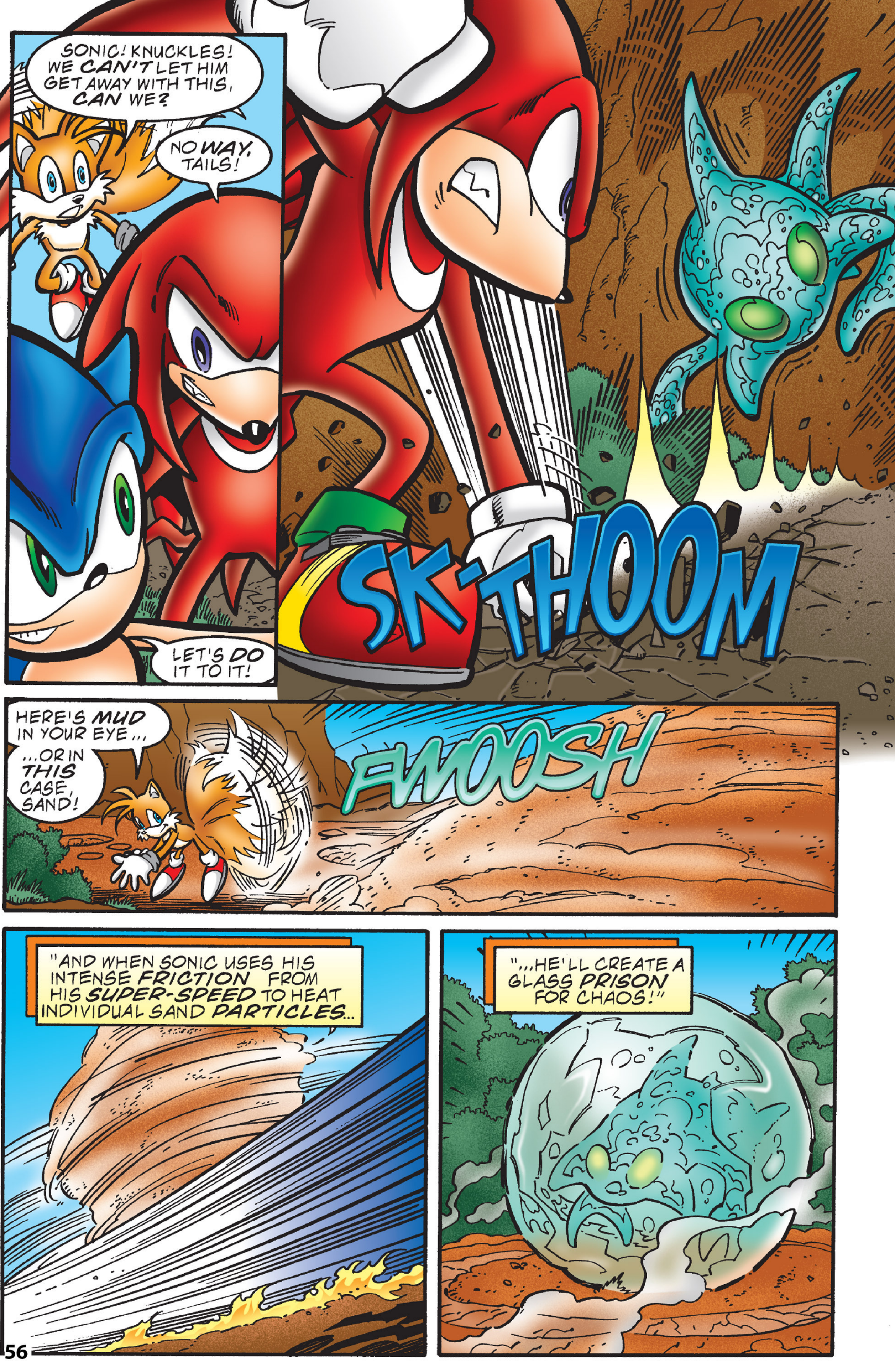

THE GREEN ROCKS IN THIS FIELD WHERE WE JUST LANDED...
...LOOK LIKE MORE PIECES FROM THE MASTER EMERALD!
BETTER GRAB HOLD OF THEM...
...
...BEFORE THE CREATURE DOES! THEIR ENERGIES SEEM TO BE CHANGING IT... MAKING IT GROW...
"...LARGER!"
UGHH!
THOOM
WHUUUFF!
GOTTA HURRY UP AND...
SHRAKT
WHA--?! UH-OH! SOMETHING TRIPPED ME!

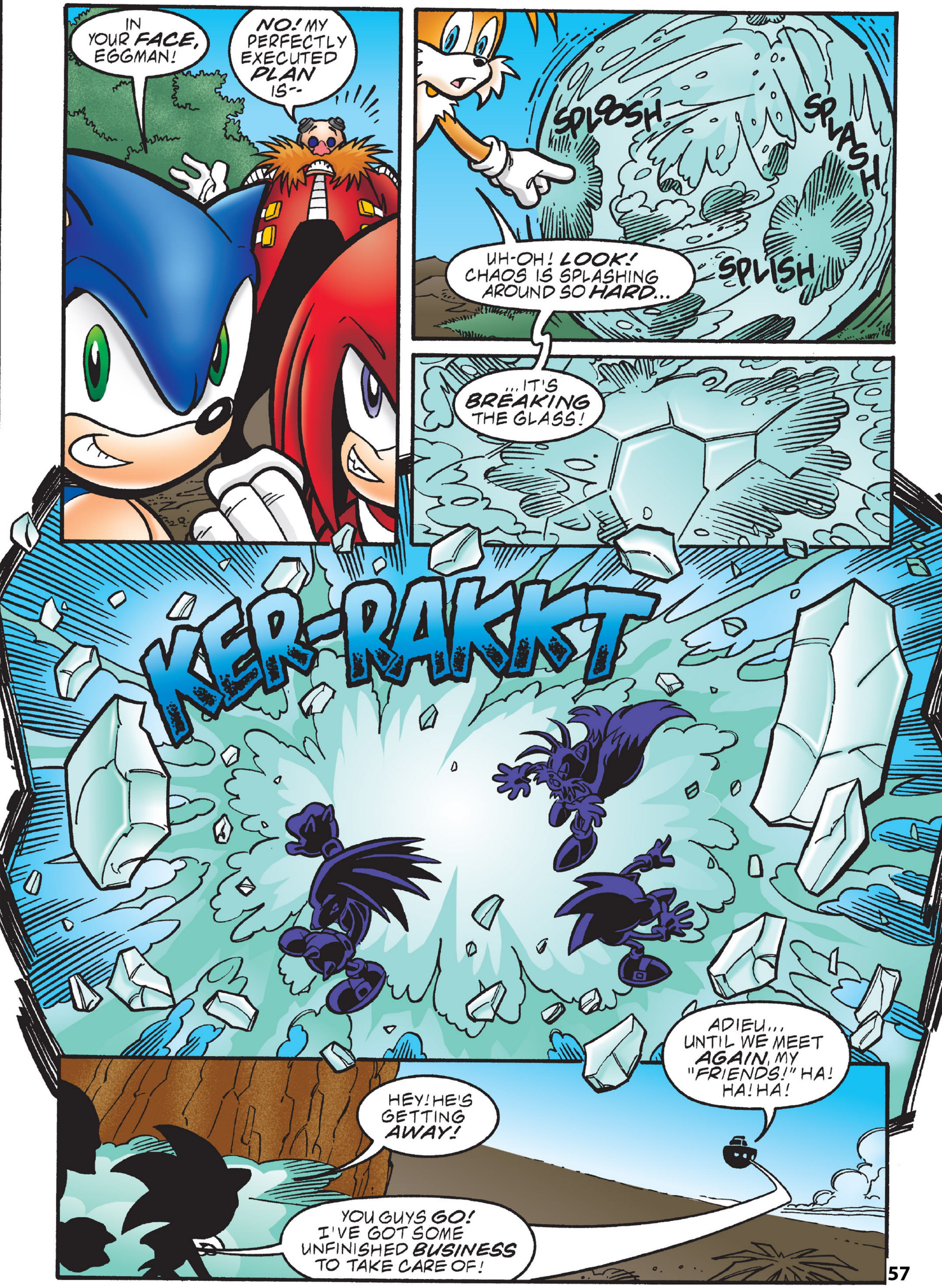

GUILTY AS CHARGED! HA! LIKE TAKING CANDY FROM A BABY!
EGGMAN!
HA! HA! HA! HA! HA!
AND HE'S GOT TWO MORE CHUNKS FROM THE MASTER EMERALD!
THAT'S RIGHT, FOOLS! YOU'VE MADE IT ALL TOO EASY! YOU PRACTICALLY GAVE THEM TO ME!
HOLD IT RIGHT THERE, CREEP!
YOUR SCHEME WON'T SUCCEED!
OH, REALLY? CHAOS...
...THESE ARE FOR YOU, MY FRIEND!
"AWWW... IT'S TRANSFORMED AGAIN!"

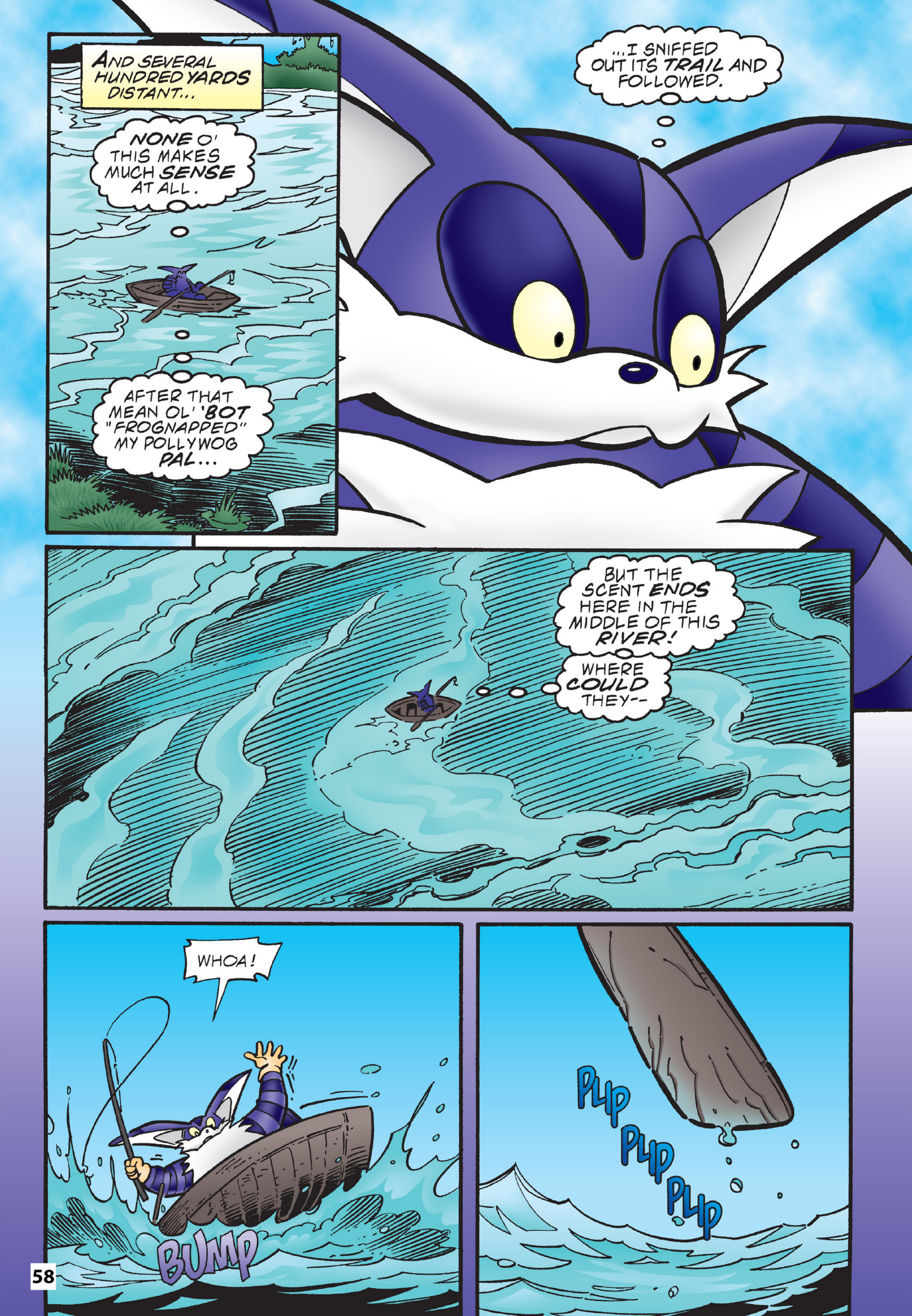
SONIC ADVENTURE™
CHAPTER 3

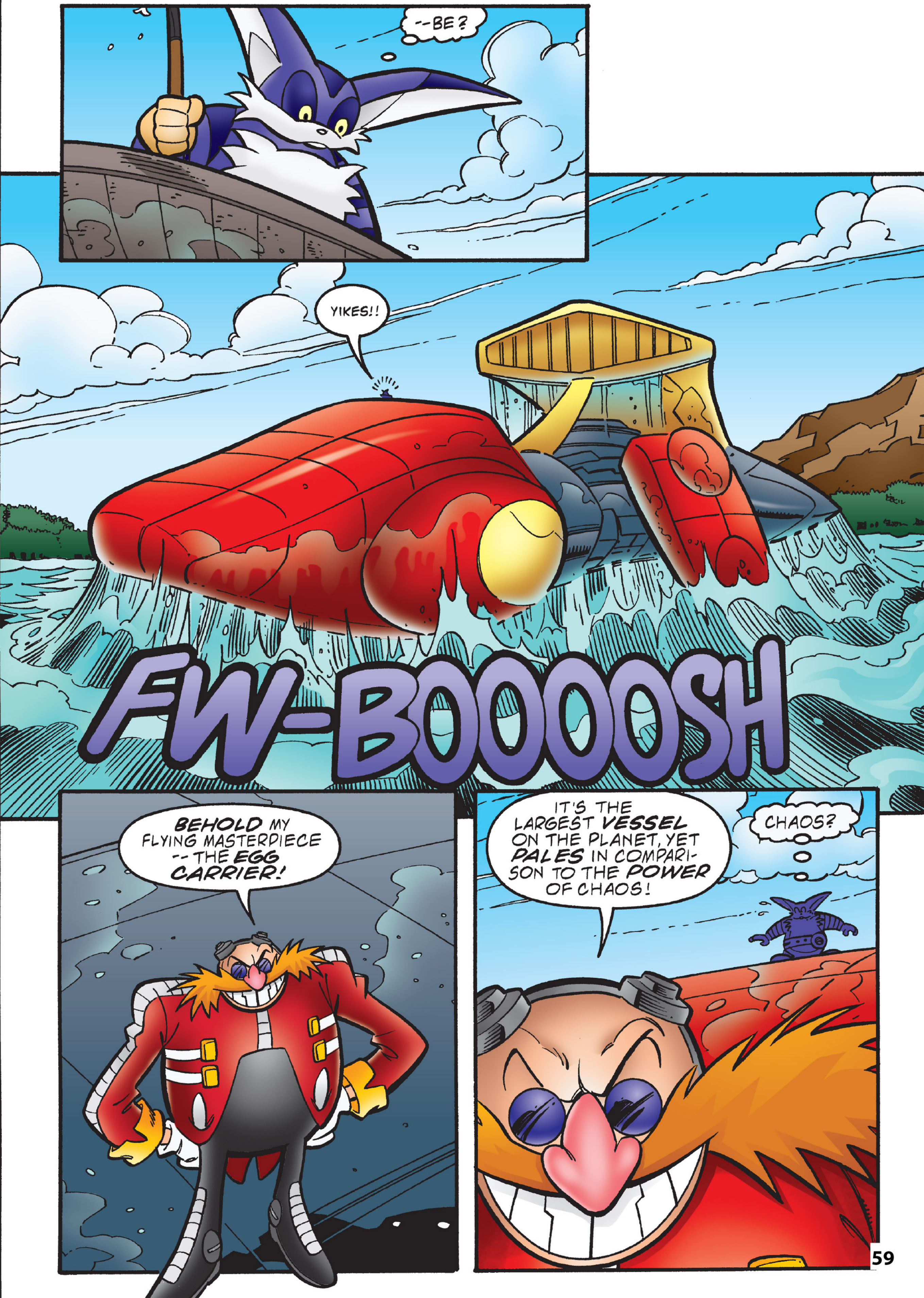

MAN! NO ONE *EVER* CUTS US ANY *SLACK!*
NOW, MY *PET*--
--*SIC* 'EM!


HEADS UP, CREW!
TO REALLY HARM US...
SPLOOSH
...YOUR PAL HAS TO MOVE WAY FASTER THAN THAT, EGGMAN!
CHAOS' STRENGTH INCREASES EVERY TIME IT'S FED A PIECE OF THE MASTER EMERALD!
AFTER ABSORBING SEVEN IN ALL, THE BEAST WILL BE INVINCIBLE AND MINE TO COMMAND!
TOGETHER WE'LL DESTROY THE HIDDEN CITY OF THE ANCIENTS, AND ON ITS RUINS I'LL BUILD A NEW--
--ROBOTNIKLAND!


SONIC! KNUCKLES! WE CAN'T LET HIM GET AWAY WITH THIS, CAN WE?
NO WAY, TAILS!
LET'S DO IT TO IT!
SK-THOOM
HERE'S MUD IN YOUR EYE...
...OR IN THIS CASE, SAND!
FWOOSH
"AND WHEN SONIC USES HIS INTENSE FRICTION FROM HIS SUPER-SPEED TO HEAT INDIVIDUAL SAND PARTICLES...
"...HE'LL CREATE A GLASS PRISON FOR CHAOS!"

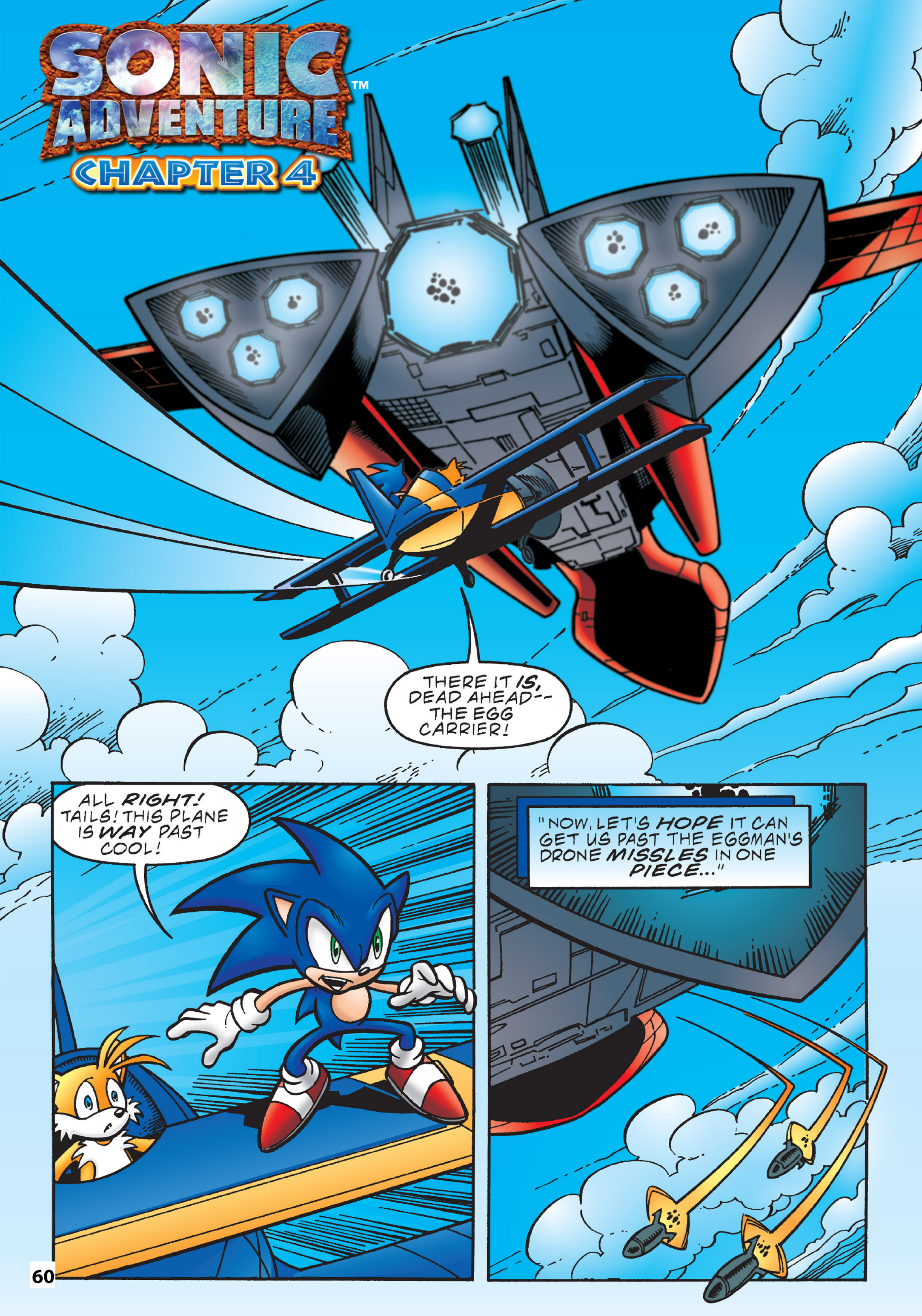

IN YOUR FACE, EGGMAN!
NO! MY PERFECTLY EXECUTED PLAN IS--
SPLOOSH
SPLASH
UH-OH! LOOK! CHAOS IS SPLASHING AROUND SO HARD...
SPLISH
...IT'S BREAKING THE GLASS!
KER-RAKKT
HEY! HE'S GETTING AWAY!
ADIEU... UNTIL WE MEET AGAIN, MY "FRIENDS!" HA! HA! HA!
YOU GUYS GO! I'VE GOT SOME UNFINISHED BUSINESS TO TAKE CARE OF!

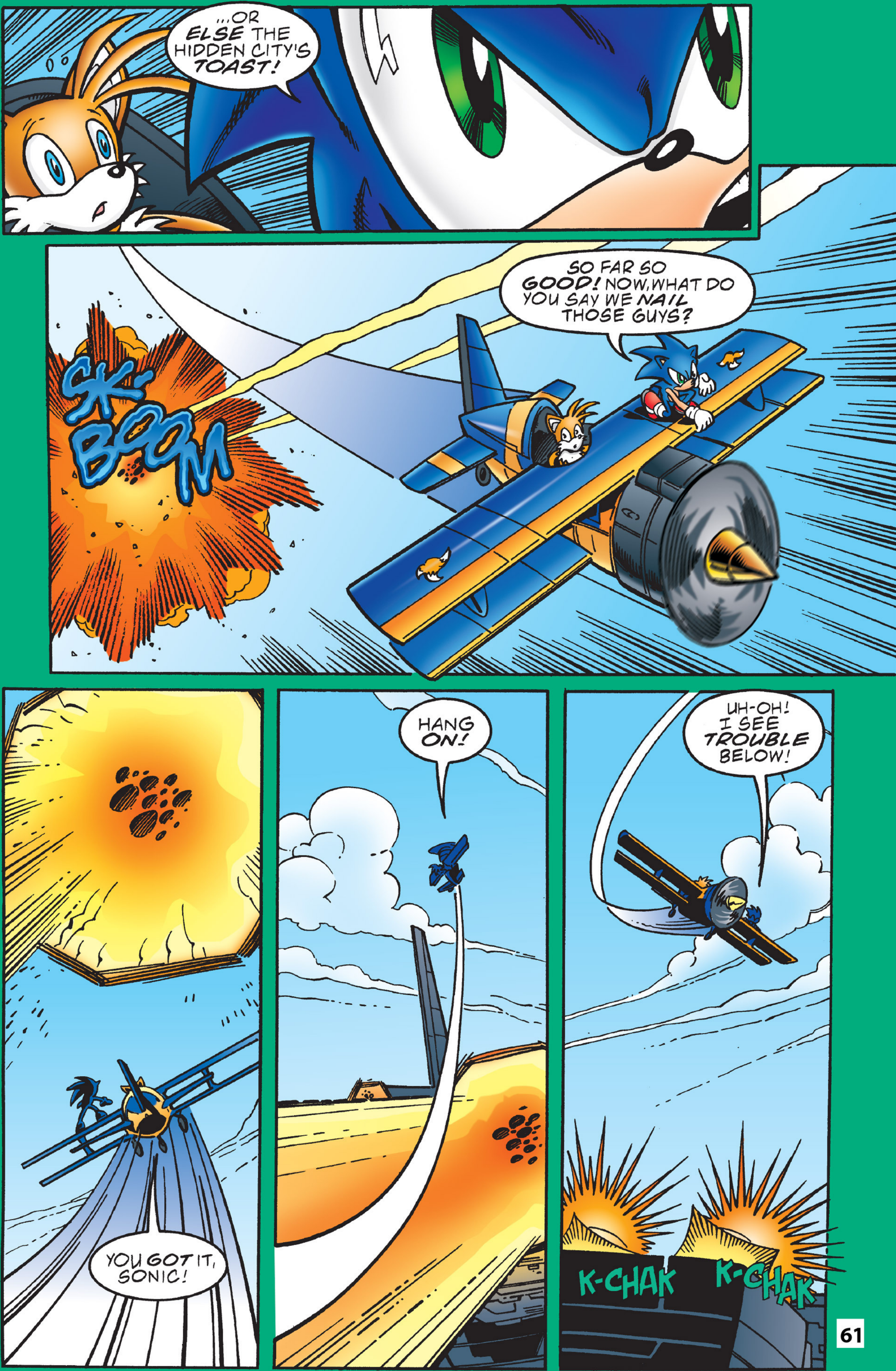

AND SEVERAL HUNDRED YARDS DISTANT...
NONE O' THIS MAKES MUCH SENSE AT ALL.
AFTER THAT MEAN OL' 'BOT "FROGNAPPED" MY POLLYWOG PAL...
...I SNIFFED OUT ITS TRAIL AND FOLLOWED.
BUT THE SCENT ENDS HERE IN THE MIDDLE OF THIS RIVER!
WHERE COULD THEY--
WHOA!
BUMP
PLIP
PLIP
PLIP

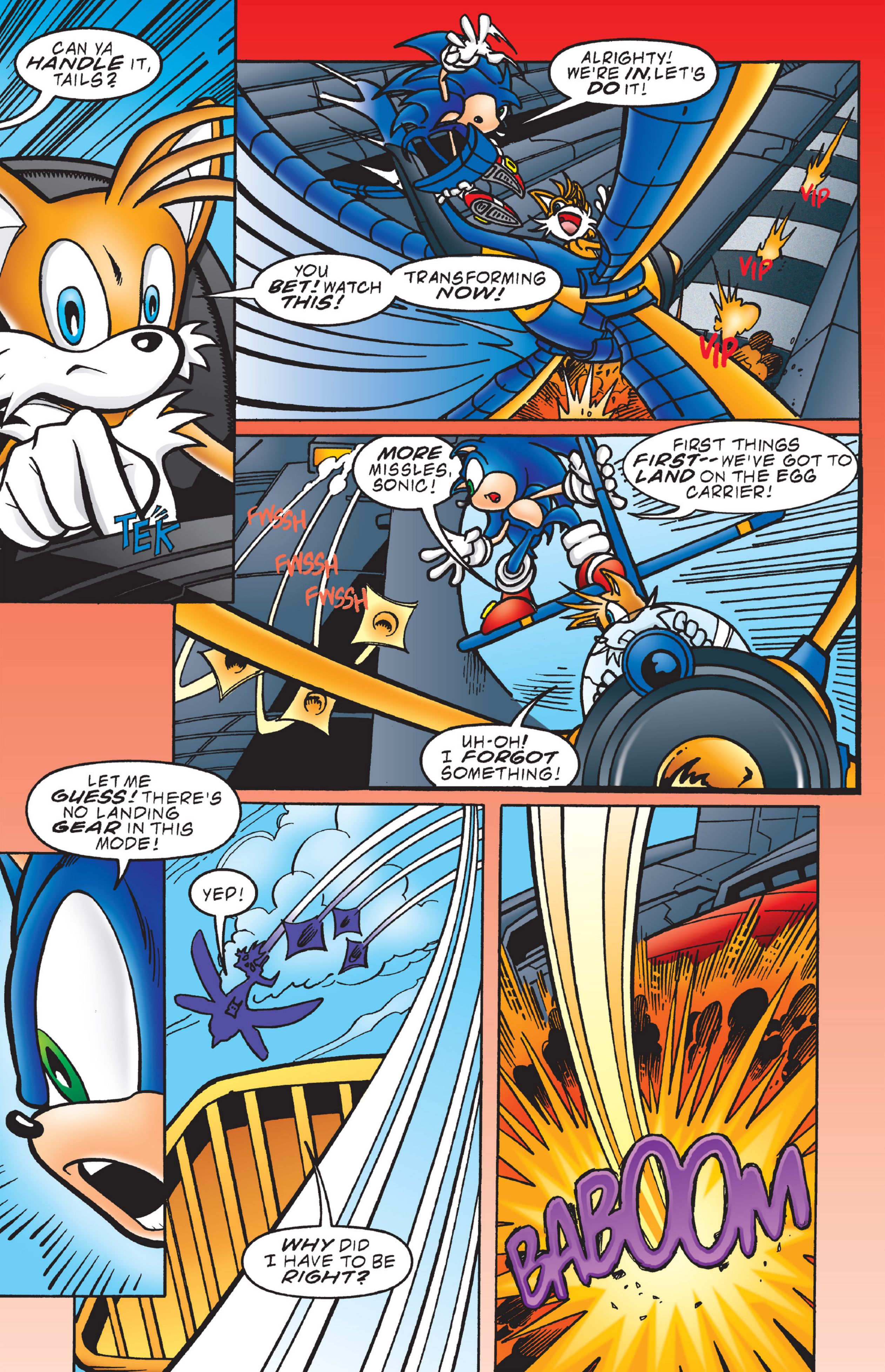

--BE?
YIKES!!
FW-BOOOOOSH
BEHOLD MY FLYING MASTERPIECE -- THE EGG CARRIER!
IT'S THE LARGEST VESSEL ON THE PLANET, YET PALES IN COMPARISON TO THE POWER OF CHAOS!
CHAOS?

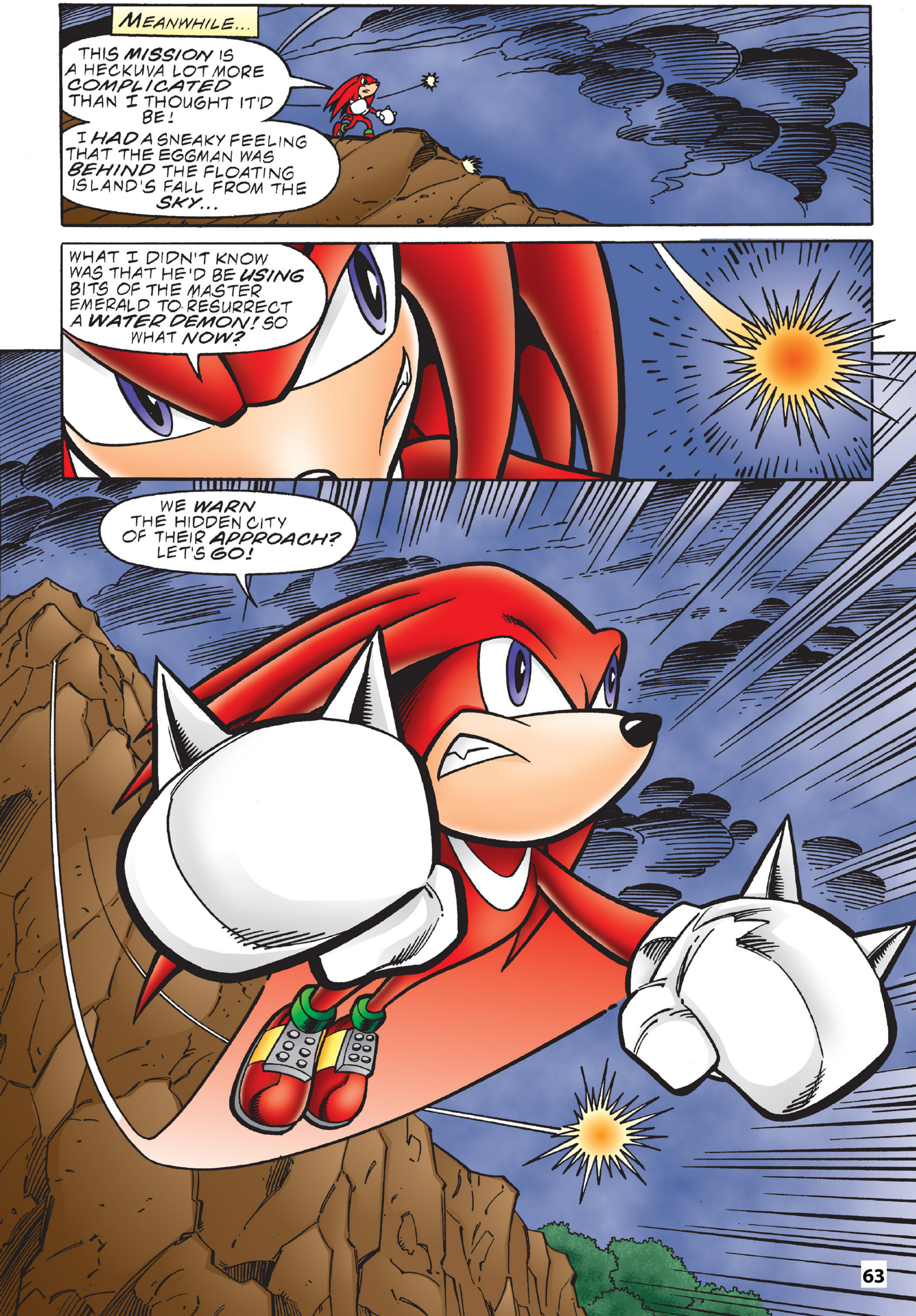
SONIC ADVENTURE™

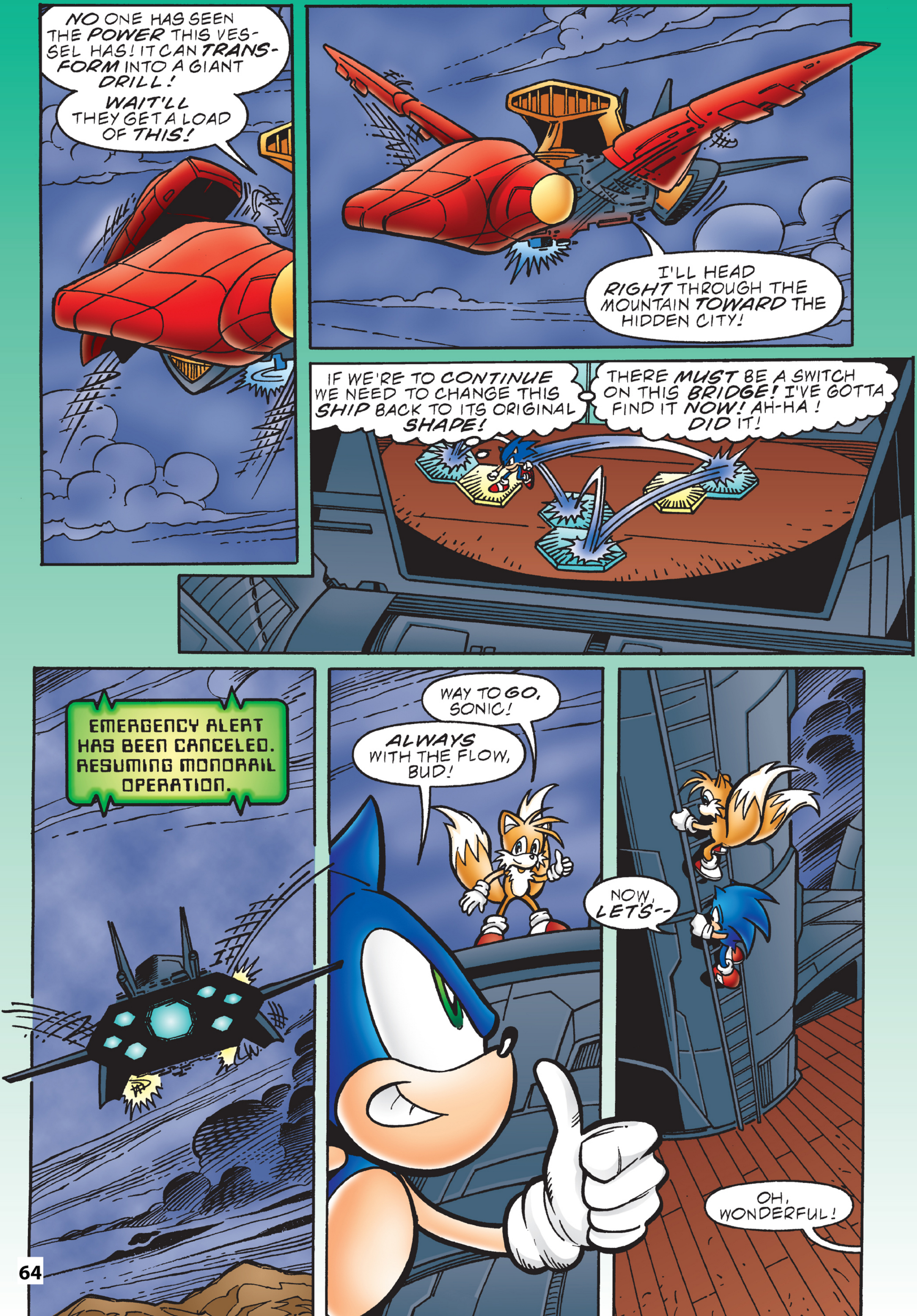
CHAPTER 4

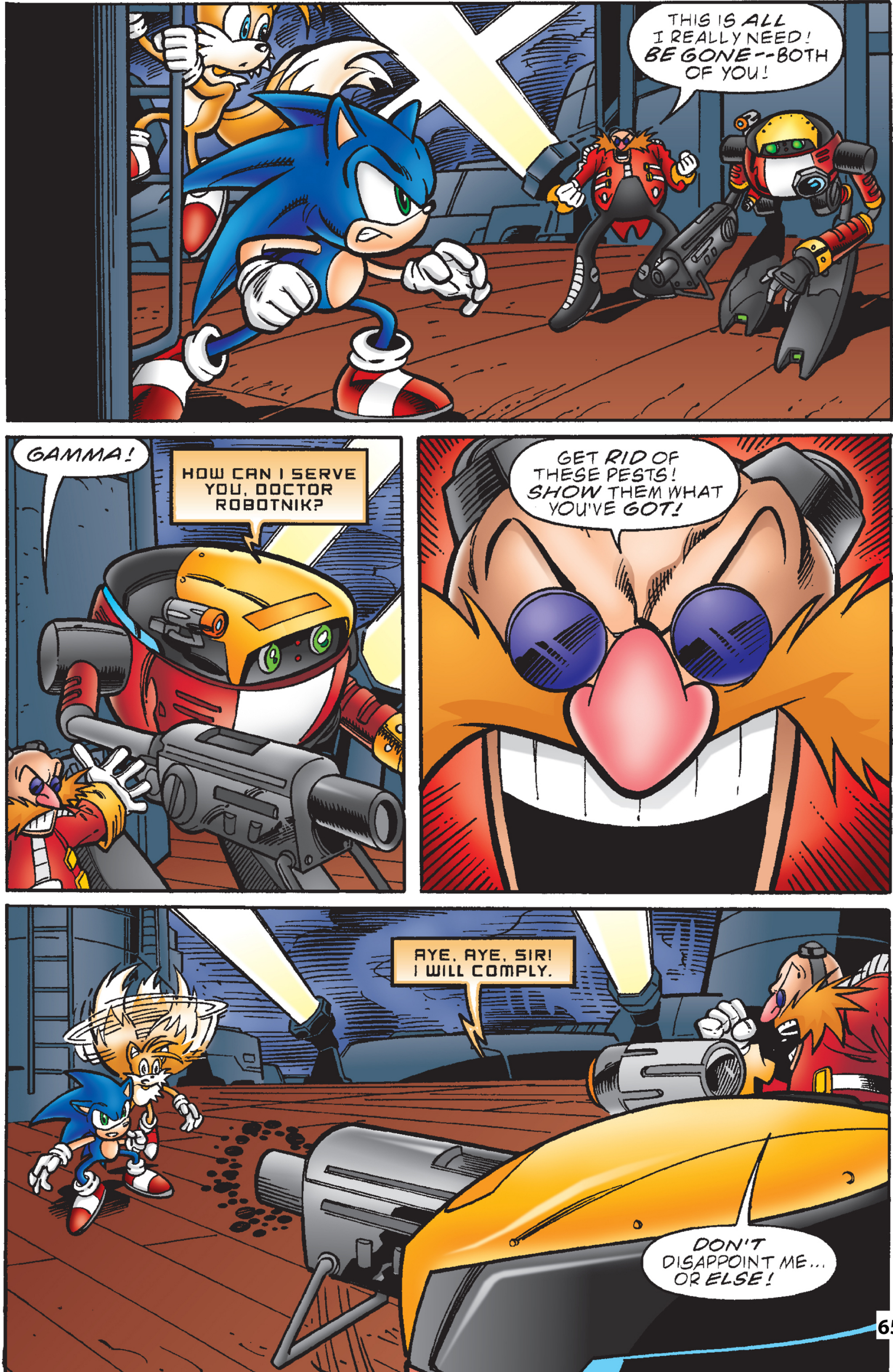

THERE IT *IS*, DEAD AHEAD-- THE EGG CARRIER!
ALL *RIGHT!* TAILS! THIS PLANE IS *WAY* PAST COOL!
"NOW, LET'S *HOPE* IT CAN GET US PAST THE EGGMAN'S DRONE *MISSLES* IN ONE *PIECE...*"

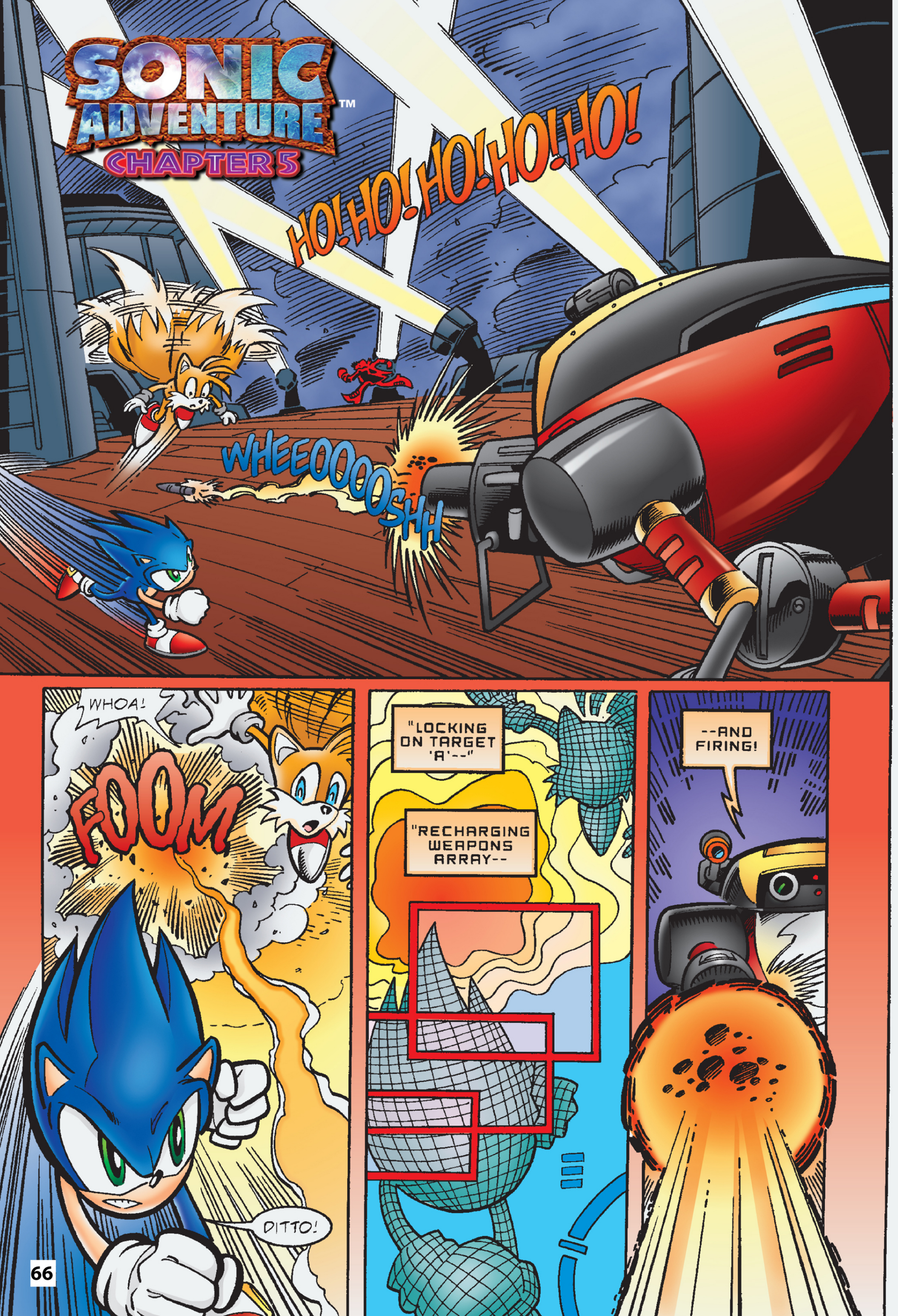

...OR ELSE THE HIDDEN CITY'S TOAST!
SO FAR SO GOOD! NOW, WHAT DO YOU SAY WE NAIL THOSE GUYS?
SK-BOOM
YOU GOT IT, SONIC!
HANG ON!
UH-OH! I SEE TROUBLE BELOW!
K-CHAK
K-CHAK

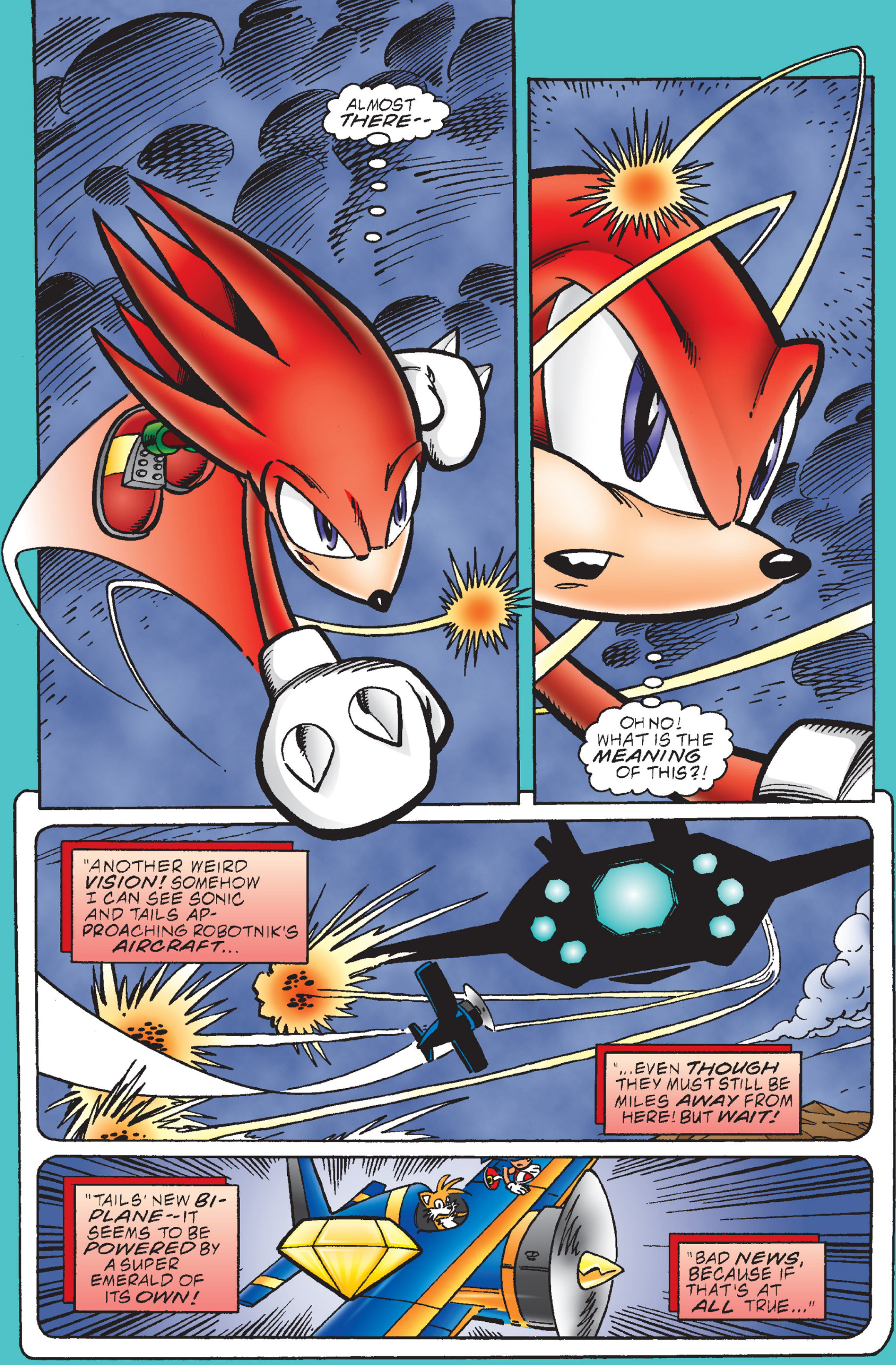

CAN YA HANDLE IT, TAILS?
YOU BET! WATCH THIS!
TEK
ALRIGHTY! WE'RE IN, LET'S DO IT!
TRANSFORMING NOW!
VIP
VIP
VIP
MORE MISSLES, SONIC!
FIRST THINGS FIRST-- WE'VE GOT TO LAND ON THE EGG CARRIER!
FWSSH
FWSSH
FWSSH
UH-OH! I FORGOT SOMETHING!
LET ME GUESS! THERE'S NO LANDING GEAR IN THIS MODE!
YEP!
WHY DID I HAVE TO BE RIGHT?
BABOOM

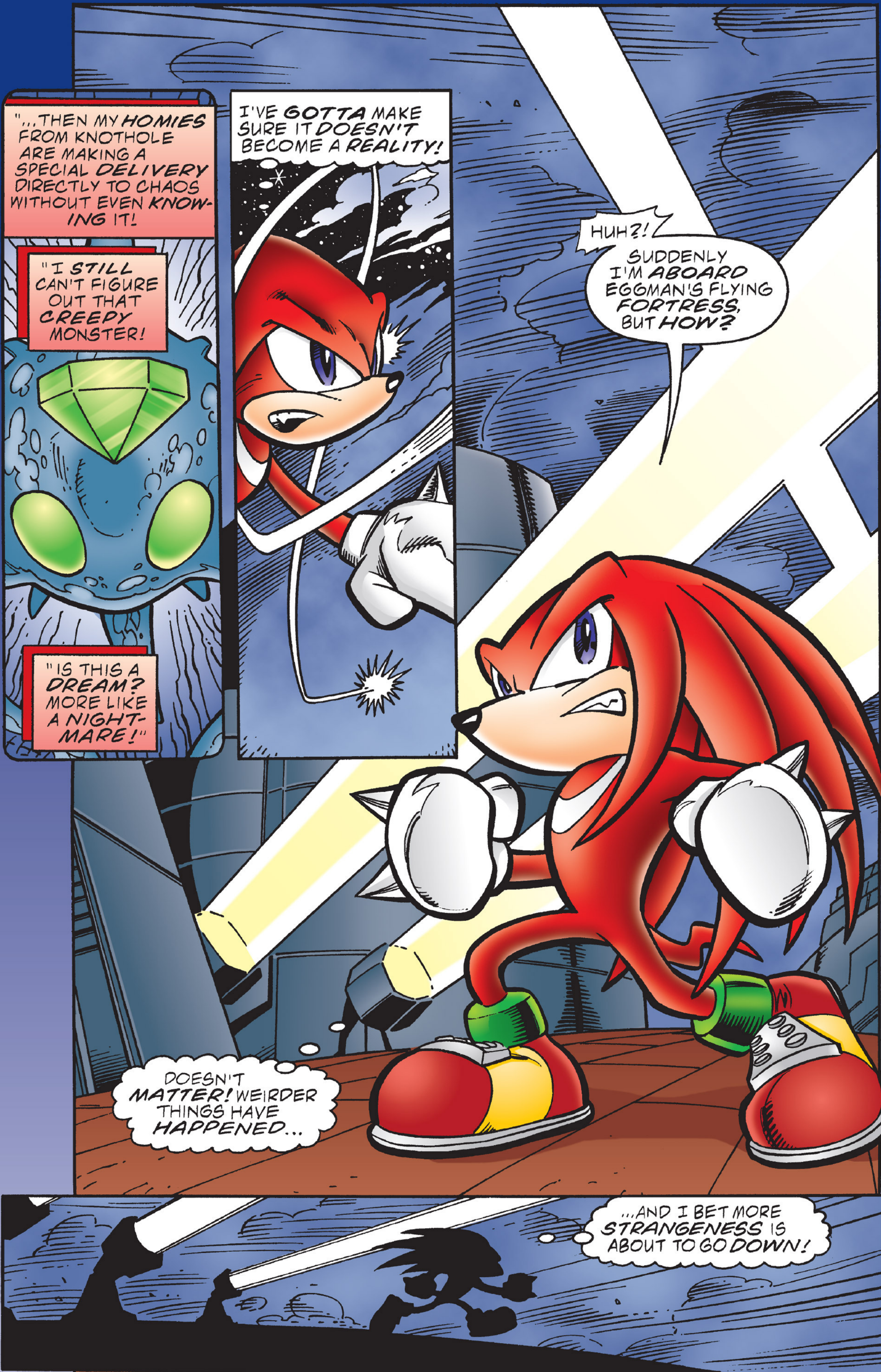

MEANWHILE...
THIS MISSION IS A HECKUVA LOT MORE COMPLICATED THAN I THOUGHT IT'D BE!
I HAD A SNEAKY FEELING THAT THE EGGMAN WAS BEHIND THE FLOATING ISLAND'S FALL FROM THE SKY...
WHAT I DIDN'T KNOW WAS THAT HE'D BE USING BITS OF THE MASTER EMERALD TO RESURRECT A WATER DEMON! SO WHAT NOW?
WE WARN THE HIDDEN CITY OF THEIR APPROACH? LET'S GO!

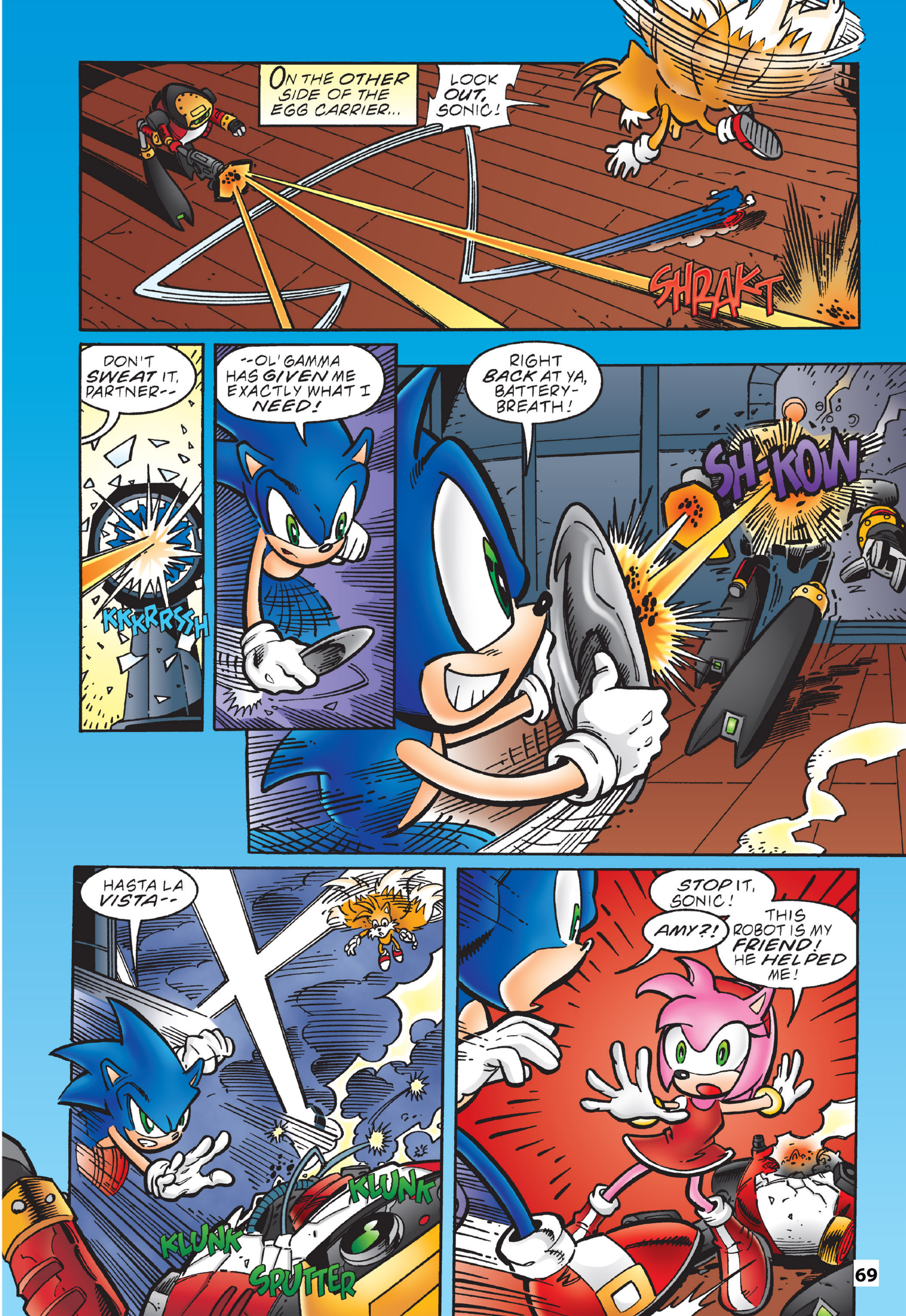

NO ONE HAS SEEN THE POWER THIS VESSEL HAS! IT CAN TRANSFORM INTO A GIANT DRILL!
WAIT'LL THEY GET A LOAD OF THIS!
I'LL HEAD RIGHT THROUGH THE MOUNTAIN TOWARD THE HIDDEN CITY!
IF WE'RE TO CONTINUE WE NEED TO CHANGE THIS SHIP BACK TO ITS ORIGINAL SHAPE!
THERE MUST BE A SWITCH ON THIS BRIDGE! I'VE GOTTA FIND IT NOW! AH-HA! DID IT!
EMERGENCY ALERT HAS BEEN CANCELED. RESUMING MONORAIL OPERATION.
WAY TO GO, SONIC!
ALWAYS WITH THE FLOW, BUD!
NOW, LET'S--
OH, WONDERFUL!

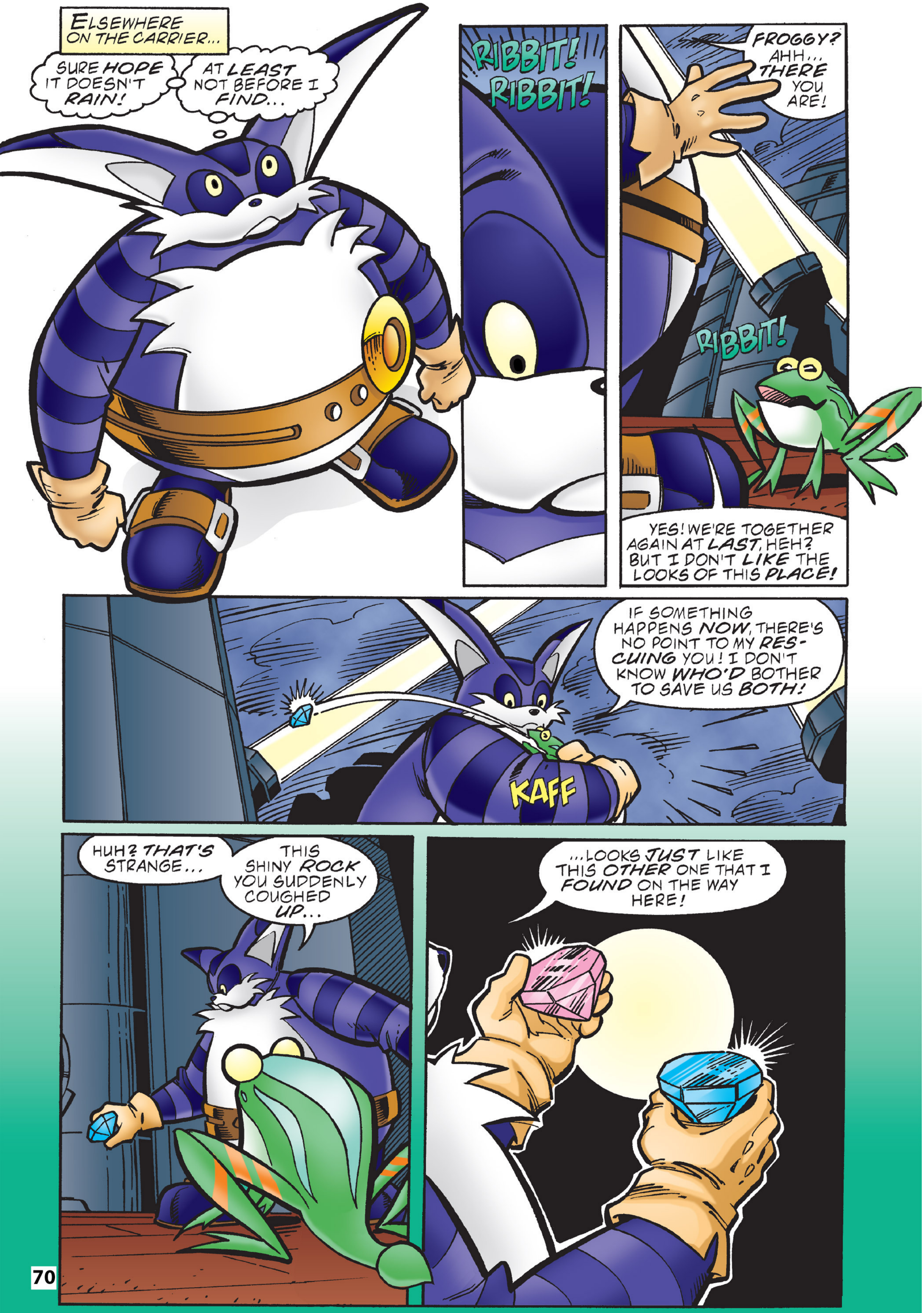

THIS IS ALL I REALLY NEED! BE GONE--BOTH OF YOU!
GAMMA!
HOW CAN I SERVE YOU, DOCTOR ROBOTNIK?
GET RID OF THESE PESTS! SHOW THEM WHAT YOU'VE GOT!
AYE, AYE, SIR! I WILL COMPLY.
DON'T DISAPPOINT ME... OR ELSE!

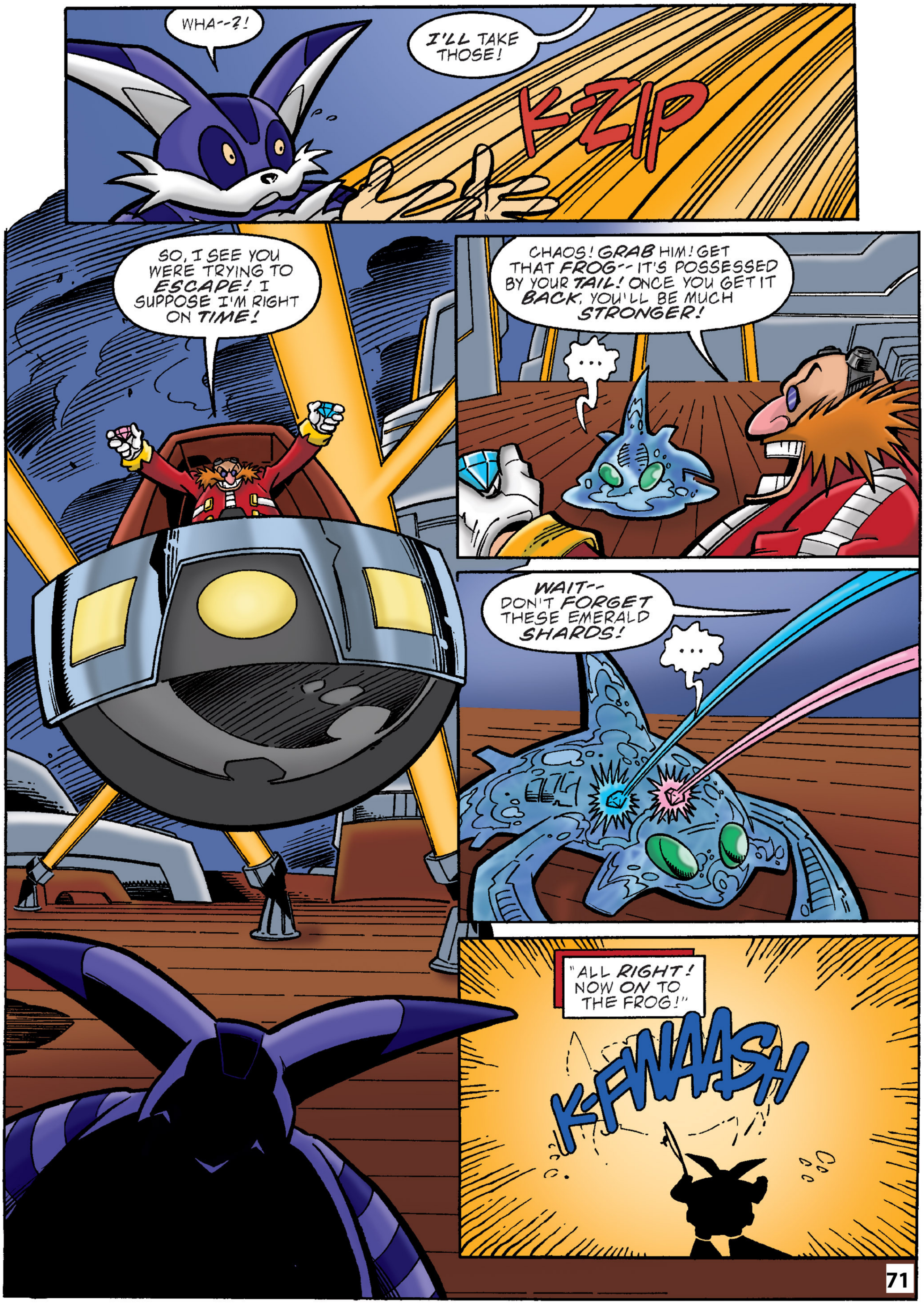

SONIC ADVENTURE™
CHAPTER 5
HO!HO!HO!HO!HO!
WHEEOOOOOSHH
WHOA!
FOOM
DITTO!
"LOCKING ON TARGET 'A'--"
"RECHARGING WEAPONS ARRAY--
--AND FIRING!


ALMOST THERE--
OH NO! WHAT IS THE MEANING OF THIS?!
"ANOTHER WEIRD VISION! SOMEHOW I CAN SEE SONIC AND TAILS APPROACHING ROBOTNIK'S AIRCRAFT...
"...EVEN THOUGH THEY MUST STILL BE MILES AWAY FROM HERE! BUT WAIT!
"TAILS' NEW BIPLANE--IT SEEMS TO BE POWERED BY A SUPER EMERALD OF ITS OWN!
"BAD NEWS, BECAUSE IF THAT'S AT ALL TRUE..."

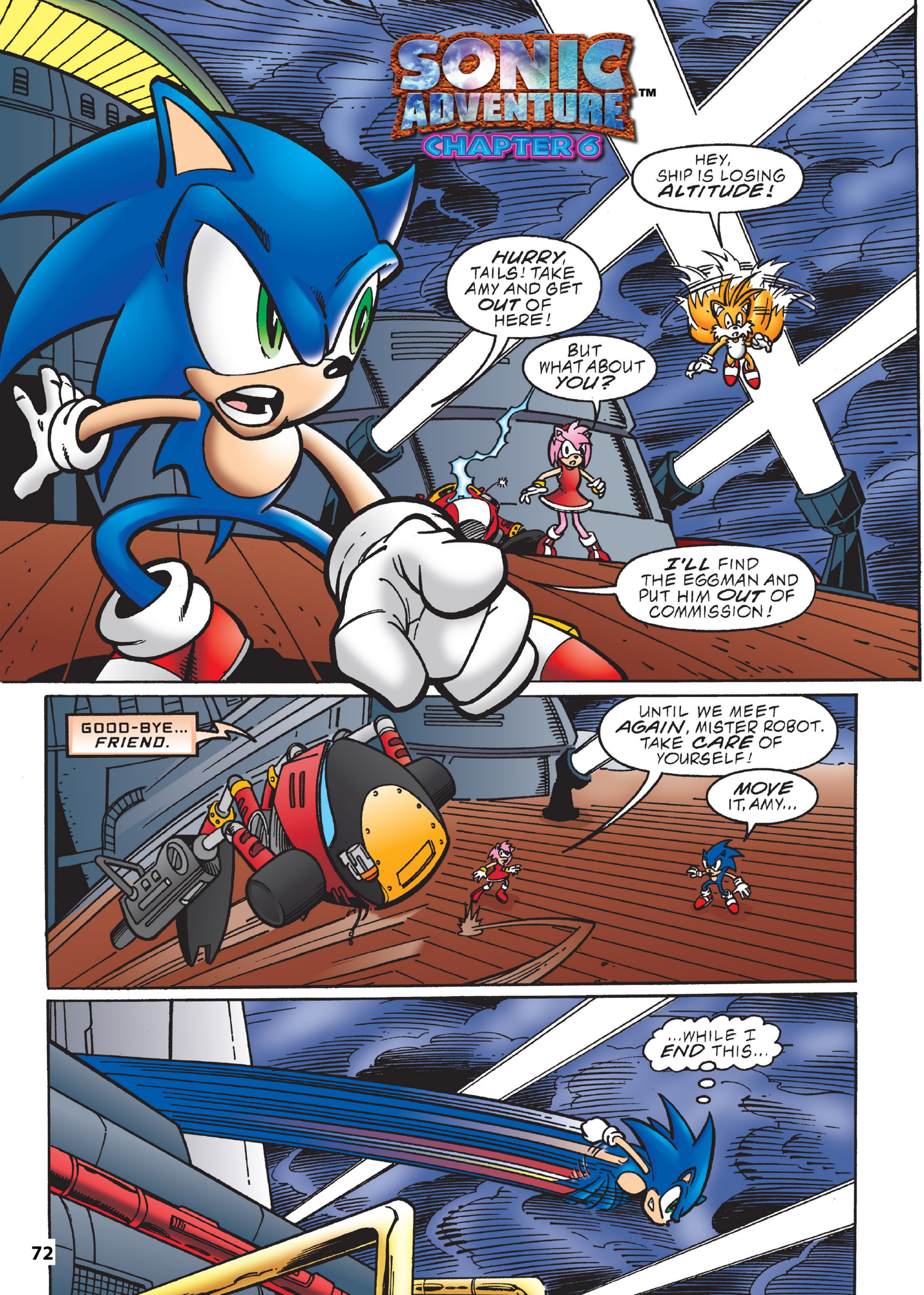

"...THEN MY *HOMIES* FROM KNOTHOLE ARE MAKING A SPECIAL *DELIVERY* DIRECTLY TO CHAOS WITHOUT EVEN *KNOWING* IT!
"I *STILL* CAN'T FIGURE OUT THAT *CREEPY* MONSTER!
"IS THIS A *DREAM?* MORE LIKE A *NIGHTMARE!*"
I'VE *GOTTA* MAKE SURE IT *DOESN'T* BECOME A *REALITY!*
HUH?!
SUDDENLY I'M *ABOARD* EGGMAN'S FLYING *FORTRESS*, BUT *HOW?*
DOESN'T *MATTER!* WEIRDER THINGS HAVE *HAPPENED*...
...AND I BET MORE *STRANGENESS* IS ABOUT TO GO *DOWN!*

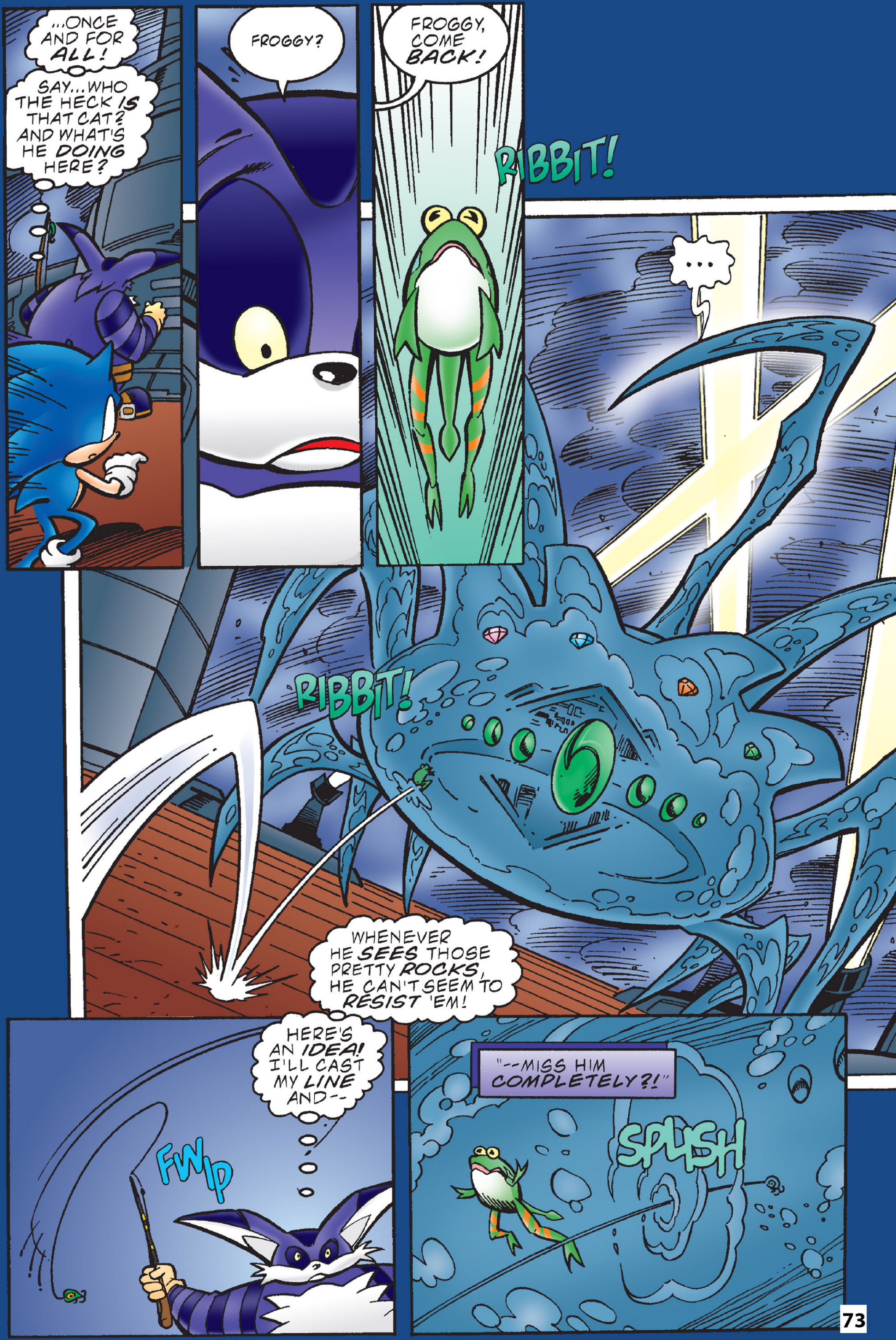

ON THE OTHER SIDE OF THE EGG CARRIER...
LOOK OUT, SONIC!
SHRAKT
DON'T SWEAT IT, PARTNER--
KKKRRSSH
--OL' GAMMA HAS GIVEN ME EXACTLY WHAT I NEED!
RIGHT BACK AT YA, BATTERY-BREATH!
SH-KOW
HASTA LA VISTA--
KLUNK
KLUNK
SPUTTER
STOP IT, SONIC!
AMY?!
THIS ROBOT IS MY FRIEND! HE HELPED ME!

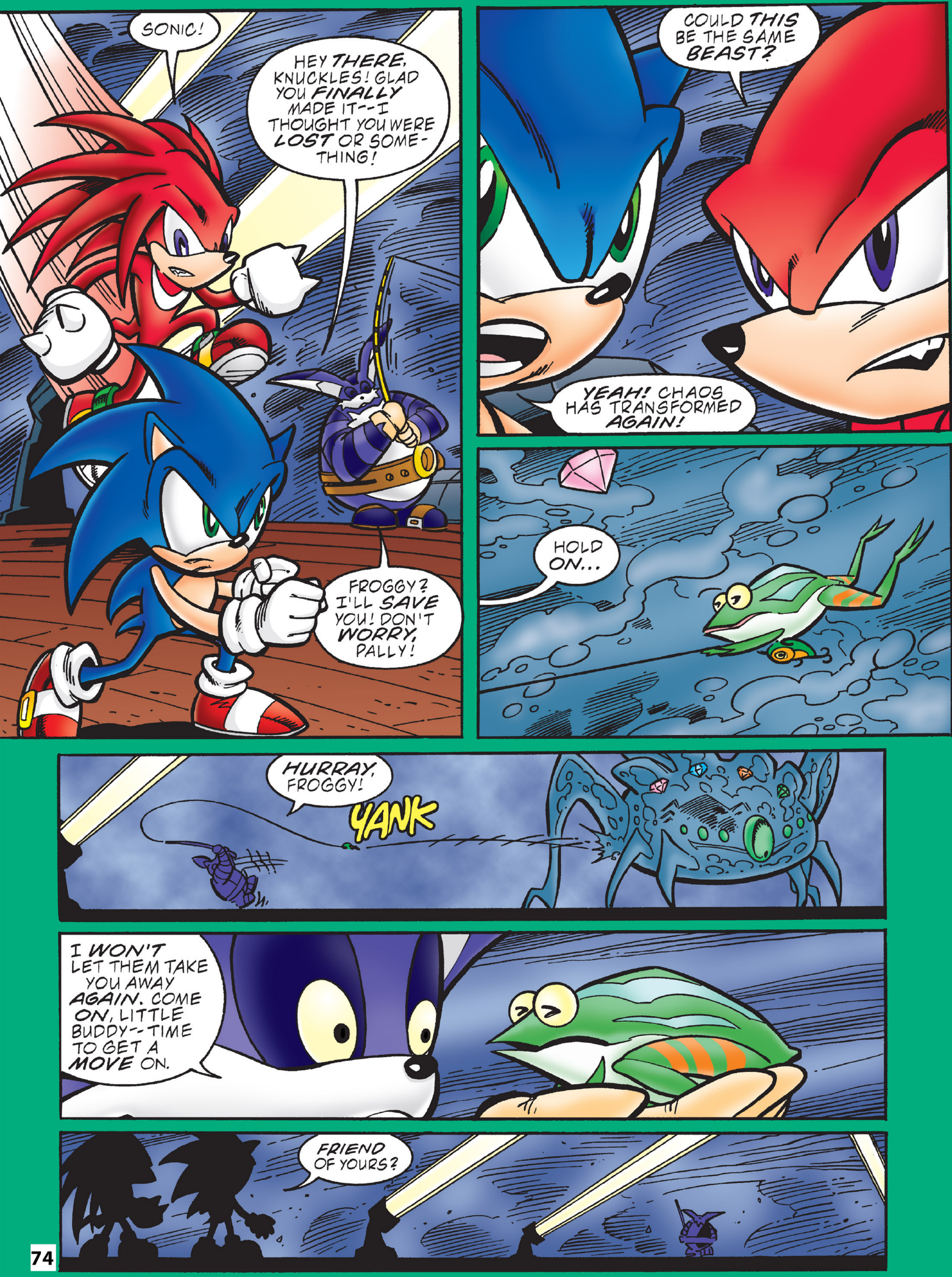

ELSEWHERE ON THE CARRIER...
SURE *HOPE* IT DOESN'T *RAIN!*
AT *LEAST* NOT BEFORE I *FIND...*
RIBBIT! RIBBIT!
FROGGY? AHH... *THERE* YOU ARE!
RIBBIT!
YES! WE'RE TOGETHER AGAIN AT *LAST*, HEH? BUT I DON'T *LIKE* THE LOOKS OF THIS *PLACE!*
IF SOMETHING HAPPENS *NOW*, THERE'S NO POINT TO MY *RESCUING* YOU! I DON'T KNOW *WHO'D* BOTHER TO SAVE US *BOTH!*
KAFF
HUH? *THAT'S* STRANGE...
THIS SHINY *ROCK* YOU SUDDENLY COUGHED *UP*...
...LOOKS *JUST* LIKE THIS *OTHER* ONE THAT I *FOUND* ON THE WAY HERE!

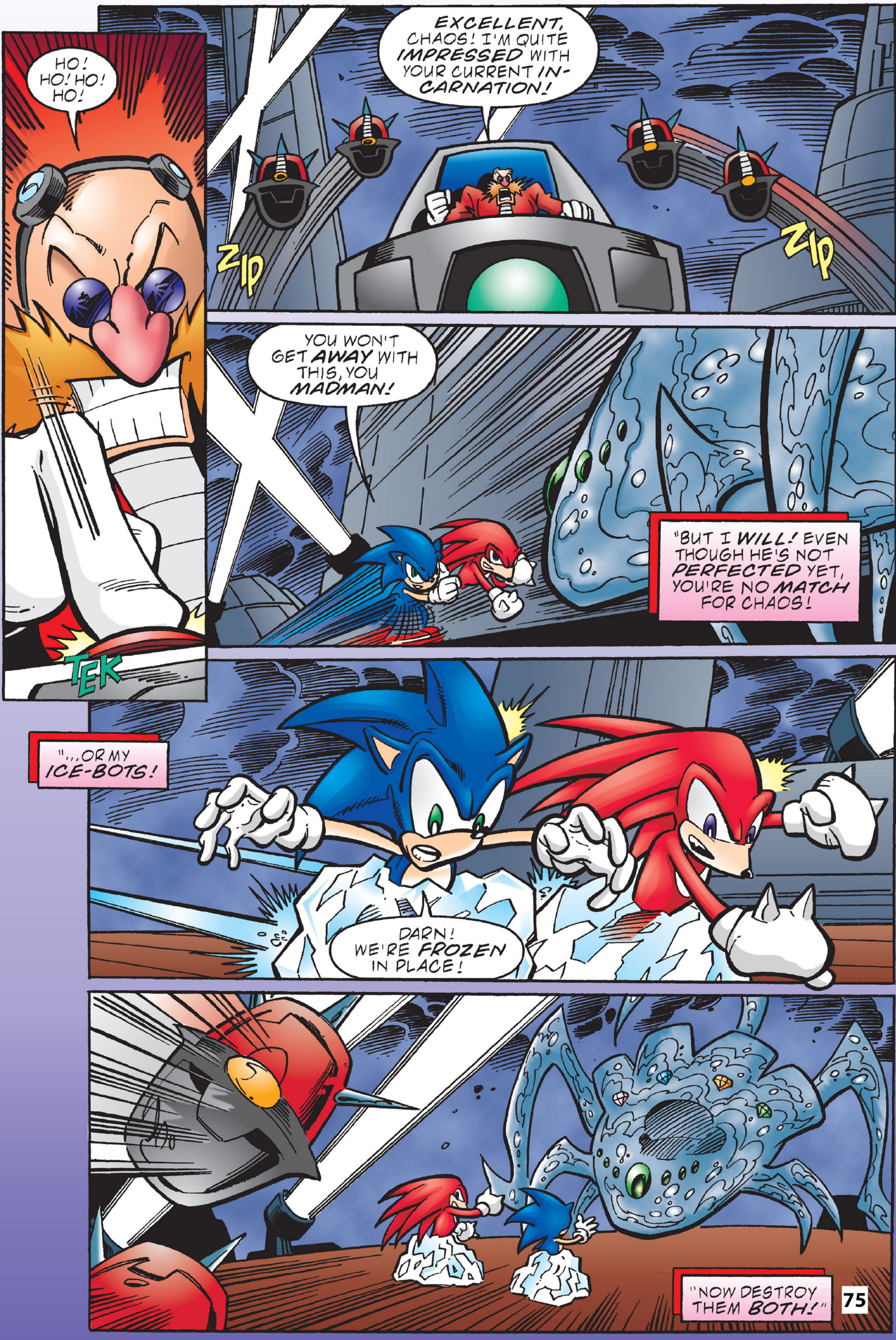

WHA--?!
I'LL TAKE THOSE!
K-ZIP
SO, I SEE YOU WERE TRYING TO ESCAPE! I SUPPOSE I'M RIGHT ON TIME!
CHAOS! GRAB HIM! GET THAT FROG-- IT'S POSSESSED BY YOUR TAIL! ONCE YOU GET IT BACK, YOU'LL BE MUCH STRONGER!
...
WAIT-- DON'T FORGET THESE EMERALD SHARDS!
...
"ALL RIGHT! NOW ON TO THE FROG!"
K-FWAASH

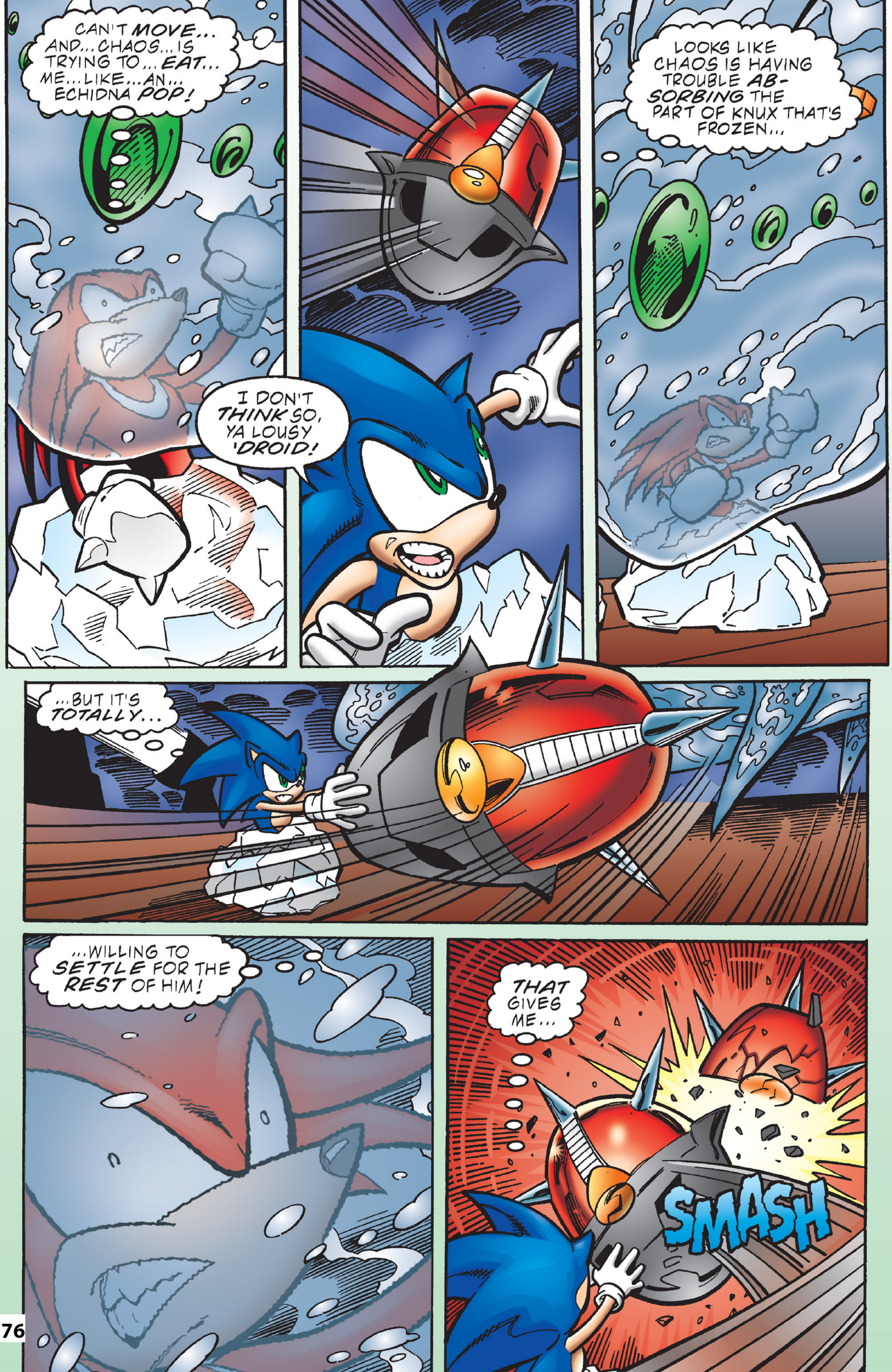
SONIC ADVENTURE™
CHAPTER 6

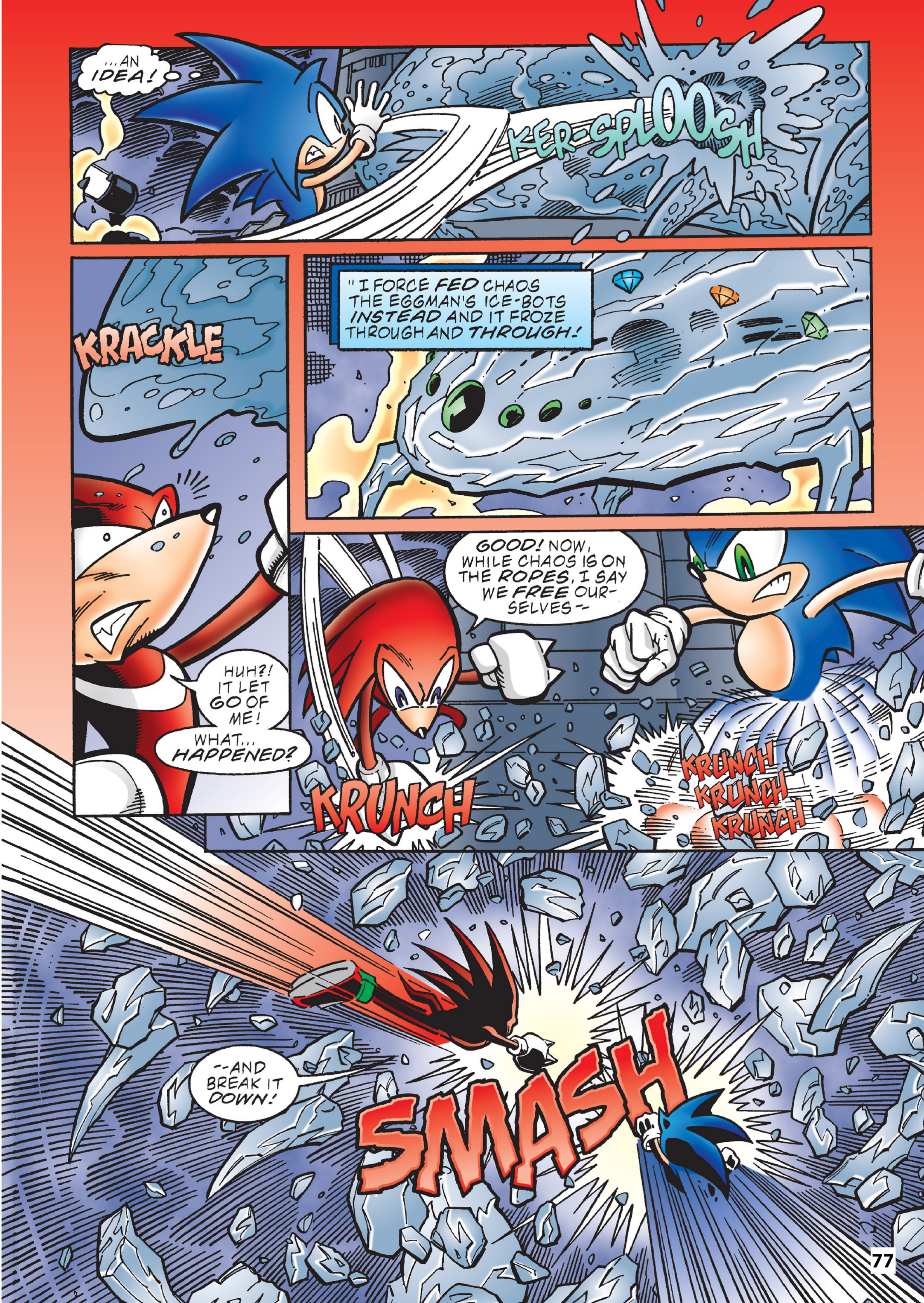

HEY, SHIP IS LOSING *ALTITUDE!*
HURRY, TAILS! TAKE AMY AND GET *OUT* OF HERE!
BUT WHAT ABOUT *YOU?*
I'LL FIND THE EGGMAN AND PUT HIM *OUT* OF COMMISSION!
GOOD-BYE... *FRIEND.*
UNTIL WE MEET *AGAIN,* MISTER ROBOT. TAKE *CARE* OF YOURSELF!
MOVE IT, AMY...
...WHILE I *END* THIS...

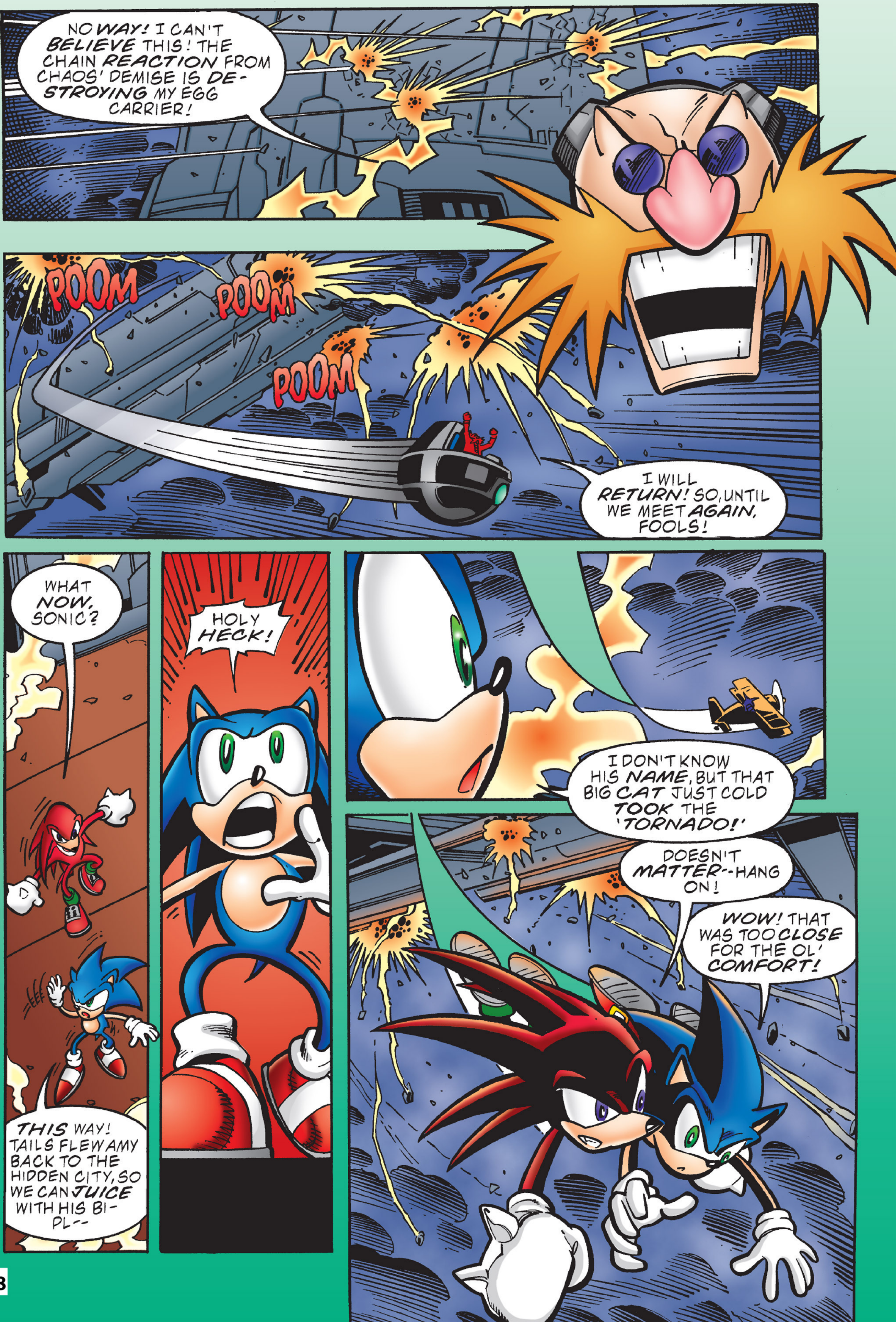

...ONCE AND FOR *ALL!*
SAY...WHO THE HECK *IS* THAT CAT? AND WHAT'S HE *DOING* HERE?
FROGGY?
FROGGY, COME *BACK!*
RIBBIT!
...
RIBBIT!
WHENEVER HE *SEES* THOSE PRETTY *ROCKS*, HE CAN'T SEEM TO *RESIST* 'EM!
HERE'S AN *IDEA!* I'LL CAST MY *LINE* AND--
FWIP
"--MISS HIM *COMPLETELY?!*"
SPLISH

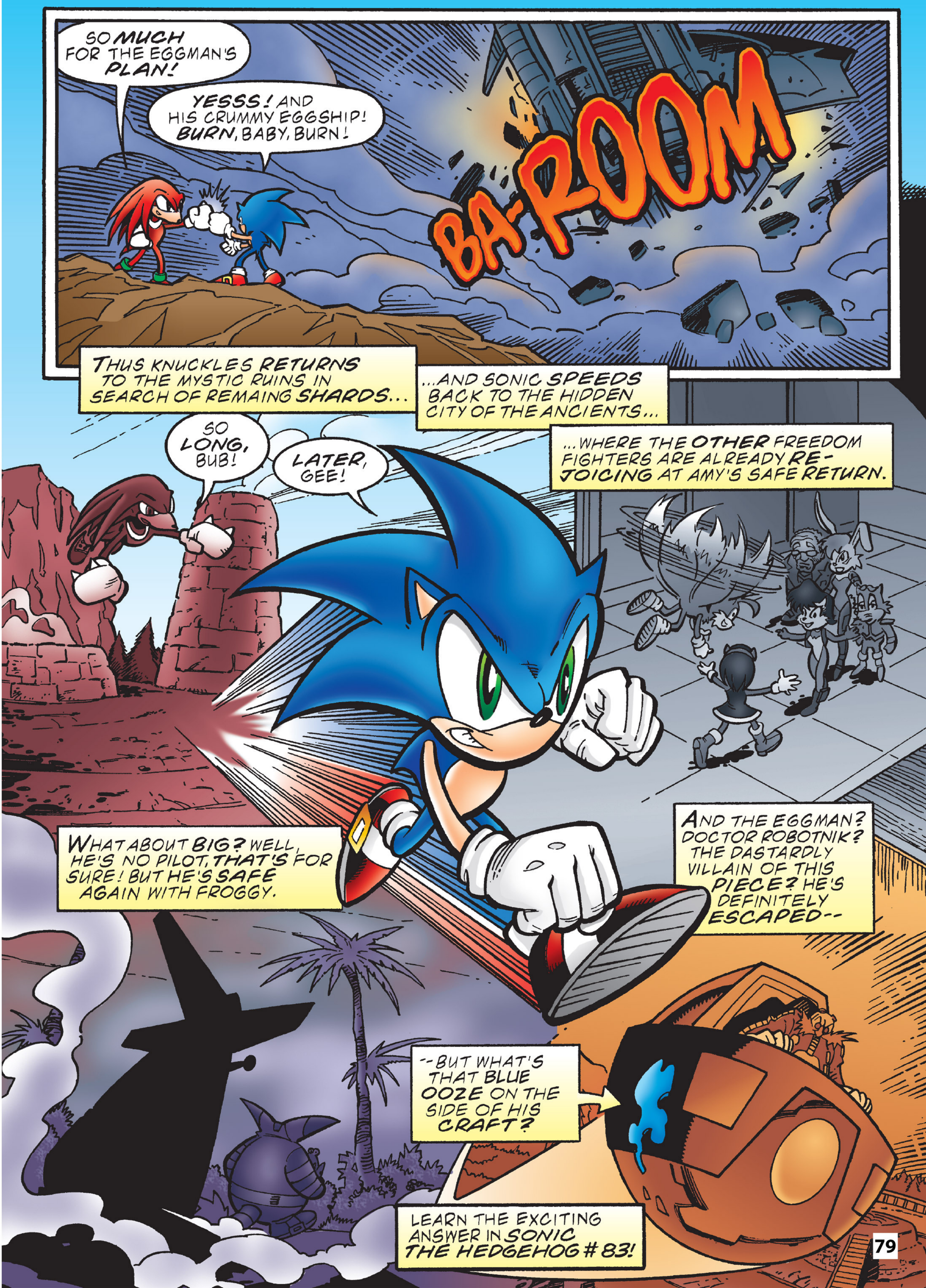

SONIC!
HEY *THERE*, KNUCKLES! GLAD YOU *FINALLY* MADE IT--I THOUGHT YOU WERE *LOST* OR SOMETHING!
FROGGY? I'LL *SAVE* YOU! DON'T *WORRY*, PALLY!
COULD *THIS* BE THE SAME *BEAST?*
YEAH! CHAOS HAS TRANSFORMED *AGAIN!*
HOLD ON...
HURRAY, FROGGY!
YANK
I *WON'T* LET THEM TAKE YOU AWAY *AGAIN*. COME *ON*, LITTLE BUDDY--TIME TO GET A *MOVE* ON.
FRIEND OF YOURS?


HO! HO! HO! HO!
EXCELLENT, CHAOS! I'M QUITE IMPRESSED WITH YOUR CURRENT INCARNATION!
ZIP
ZIP
YOU WON'T GET AWAY WITH THIS, YOU MADMAN!
"BUT I WILL! EVEN THOUGH HE'S NOT PERFECTED YET, YOU'RE NO MATCH FOR CHAOS!
TEK
"...OR MY ICE-BOTS!
DARN! WE'RE FROZEN IN PLACE!
"NOW DESTROY THEM BOTH!"


CAN'T MOVE... AND...CHAOS...IS TRYING TO...EAT... ME...LIKE...AN... ECHIDNA POP!
I DON'T THINK SO, YA LOUSY 'DROID!
LOOKS LIKE CHAOS IS HAVING TROUBLE ABSORBING THE PART OF KNUX THAT'S FROZEN...
...BUT IT'S TOTALLY...
...WILLING TO SETTLE FOR THE REST OF HIM!
THAT GIVES ME...
SMASH


...AN IDEA!
KER-SPLOOSH
KRACKLE
"I FORCE FED CHAOS THE EGGMAN'S ICE-BOTS INSTEAD AND IT FROZE THROUGH AND THROUGH!
HUH?! IT LET GO OF ME!
WHAT... HAPPENED?
GOOD! NOW, WHILE CHAOS IS ON THE ROPES, I SAY WE FREE OURSELVES--
KRUNCH
KRUNCH KRUNCH KRUNCH
--AND BREAK IT DOWN!
SMASH

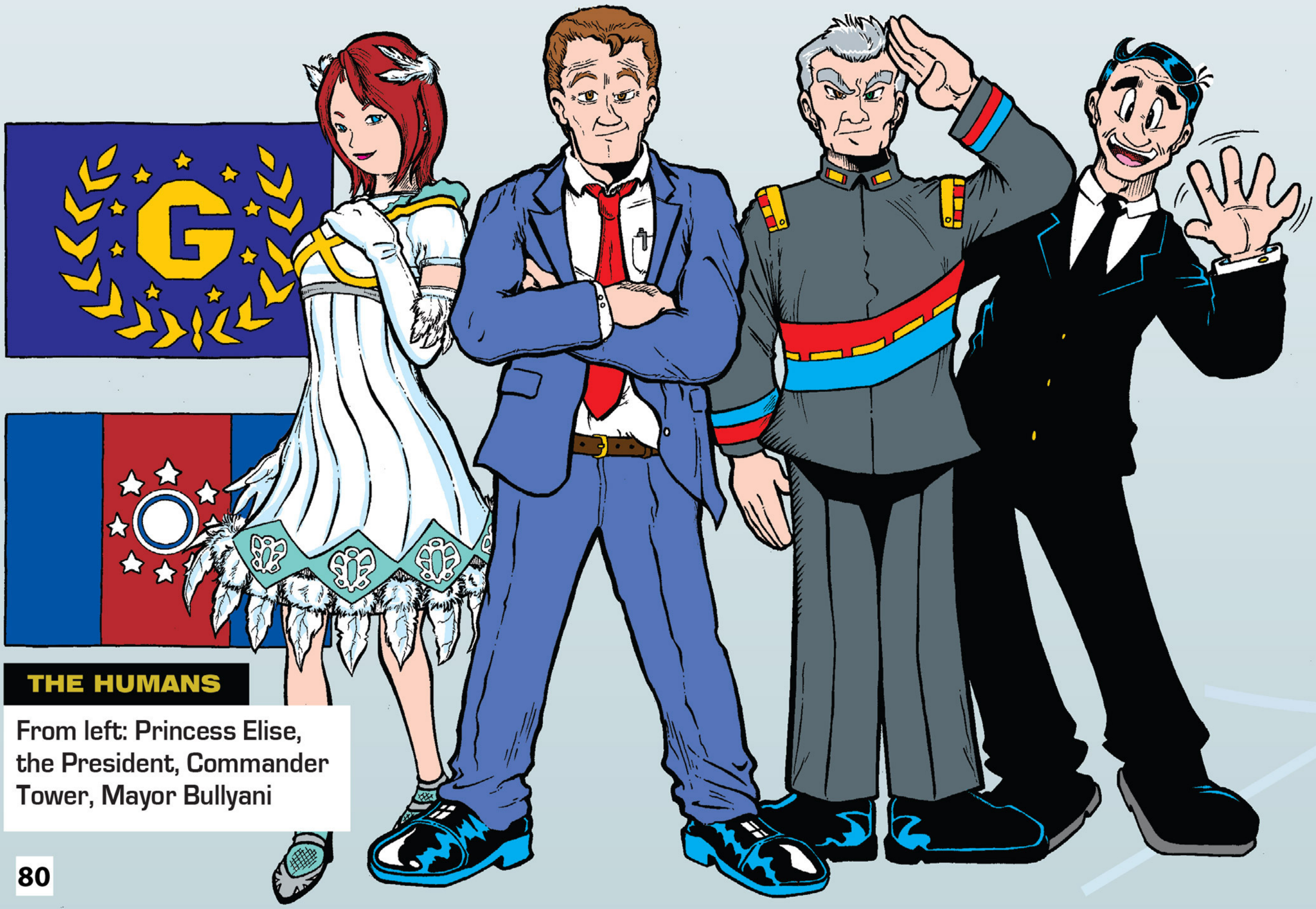

NO WAY! I CAN'T BELIEVE THIS! THE CHAIN REACTION FROM CHAOS' DEMISE IS DESTROYING MY EGG CARRIER!
POOM
POOM
POOM
I WILL RETURN! SO, UNTIL WE MEET AGAIN, FOOLS!
WHAT NOW, SONIC?
THIS WAY! TAILS FLEW AMY BACK TO THE HIDDEN CITY, SO WE CAN JUICE WITH HIS BI-PL--
HOLY HECK!
I DON'T KNOW HIS NAME, BUT THAT BIG CAT JUST COLD TOOK THE 'TORNADO!'
DOESN'T MATTER--HANG ON!
WOW! THAT WAS TOO CLOSE FOR THE OL' COMFORT!


SO MUCH FOR THE EGGMAN'S PLAN!
YESSS! AND HIS CRUMMY EGGSHIP! BURN, BABY, BURN!
BA-ROOM
THUS KNUCKLES RETURNS TO THE MYSTIC RUINS IN SEARCH OF REMAING SHARDS...
...AND SONIC SPEEDS BACK TO THE HIDDEN CITY OF THE ANCIENTS...
...WHERE THE OTHER FREEDOM FIGHTERS ARE ALREADY REJOICING AT AMY'S SAFE RETURN.
SO LONG, BUB!
LATER, GEE!
WHAT ABOUT BIG? WELL, HE'S NO PILOT, THAT'S FOR SURE! BUT HE'S SAFE AGAIN WITH FROGGY.
AND THE EGGMAN? DOCTOR ROBOTNIK? THE DASTARDLY VILLAIN OF THIS PIECE? HE'S DEFINITELY ESCAPED--
--BUT WHAT'S THAT BLUE OOZE ON THE SIDE OF HIS CRAFT?
LEARN THE EXCITING ANSWER IN SONIC THE HEDGEHOG #83!

SONIC SUPER SPECIAL CHARACTER PROFILE:

The beginning of the United Federation - Tens of thousands of years ago, the Xorda invaded Earth, destroying almost all life. With almost no time to prepare, a few cities were built in concealment. Only a fraction of humanity survived in these cities as the rest of the planet was reshaped by the Gene Bombs. Time passed, continents shifted, the Chaos Emeralds first appeared and the world was renamed "Mobius" by the mobians. The handful of hidden cities remained self-sufficient. As Mobius moved on around them they established a network of communication and trade.

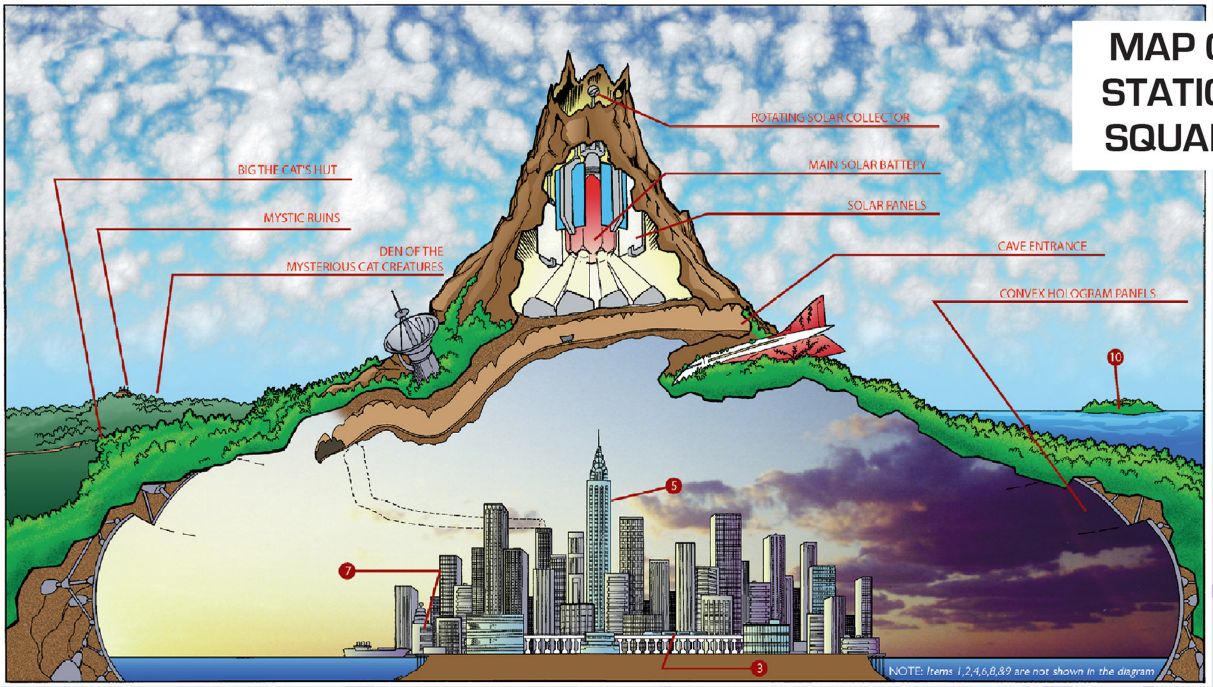
The political structure - In time a formal structure came to the organization. Each city acted as its own country, and chose a different form of self-government. Each ruler represented their city-state and served as council to the President of the United Federation, who presides over Central City. To protect each other from the outside world, each city-state was sworn to secrecy. If discovered, they would act as if they were all that was left of the old world to protect the others. The second line of defense was the Guardian Units of the Nation, or G.U.N. Each city-state had a commander to command the local forces, and all these in turn answered to a single commander of all of G.U.N. This person answered only to the President.



THE HUMANS

From left: Princess Elise, the President, Commander Tower, Mayor Bullyani

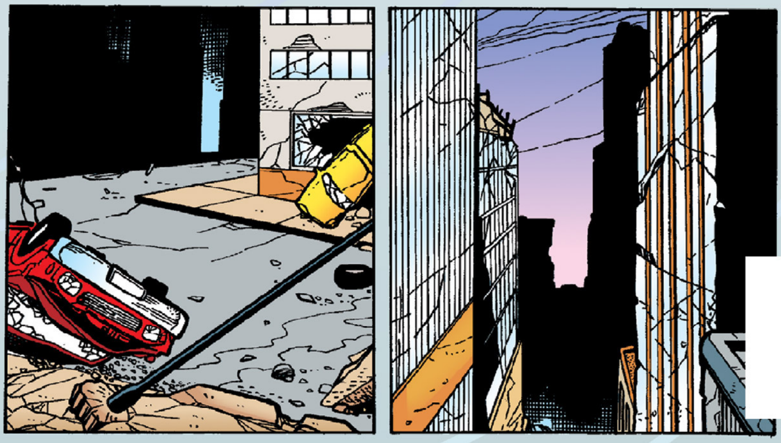
UNITED FEDERATION


ROTATING SOLAR COLLECTOR
MAIN SOLAR BATTERY
SOLAR PANELS
BIG THE CAT'S HUT
MYSTIC RUINS
DEN OF THE MYSTERIOUS CAT CREATURES
CAVE ENTRANCE
CONVEX HOLOGRAM PANELS
10
5
7
3
NOTE: Items 1,2,4,6,8,&9 are not shown in the diagram

MAP OF STATION SQUARE

The United Federation was first discovered by their genetic cousins, the Overlanders. They mutually entered into the "Heritage Project" which worked to reintroduce the humans into the world and to expose the cultures to each other. At the end of the Great War, it was the ties of the "Heritage Project" that allowed roughly a third of the Overland to immigrate into the United Federation.

The exposure to Mobius came when the Eggman Empire's efforts forced Station Square into the open and created a line of communication between them and the Kingdom of Acorn. The initial contacts were tense, but served to find a home for the Overlanders returning from their failed space mission. The exposure of "Project: Shadow" furthered the reveal of the United Federation. Now, most of the United Federation is known. It is a risky move to open themselves up to the Eggman Empire, but the current thinking is that a public united front is better than hiding and hoping for the best. That said, there may still be other small cities or pockets of "Old Earth" civilizations hidden throughout Mobius.

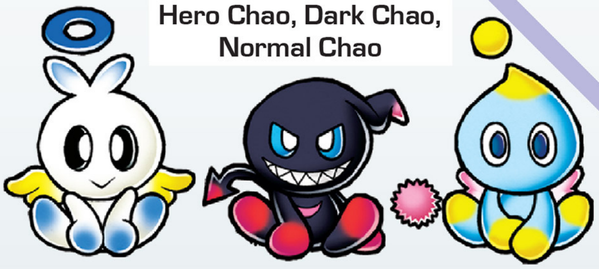


WARTORN STATION SQUARE AFTER THE ATTACK OF PERFECT CHAOS

SONIC SUPER SPECIAL CHARACTER PROFILE:

CHAO

From Left:
Hero Chao, Dark Chao,
Normal Chao

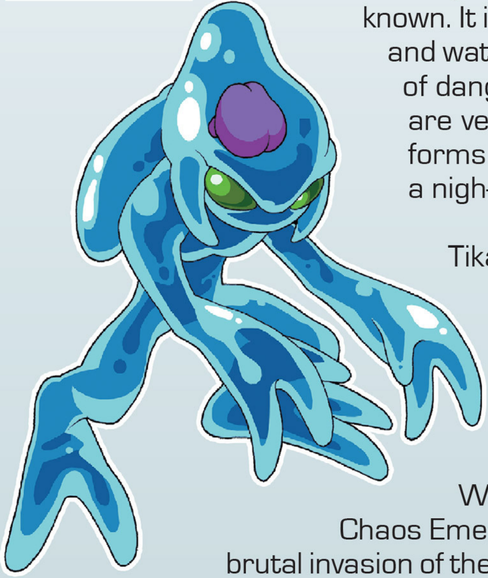


Chao are tiny creatures that hatch from eggs. They live exclusively in Chao Gardens – remote, idyllic sanctuaries filled with magical energy. They spend their days eating, sleeping and playing. The Chao can also gain the traits of creatures to which they are exposed. For example, if a Chao comes into contact with a bird, its flying abilities increase.

After a certain amount of exposure, the Chao will envelope itself into a cocoon and mature into a grown Chao. At the end of its life-cycle, the Chao will tuck itself into another cocoon and emerge as an egg – reborn as a new Chao with the traits it had in its past life.

CHAOS

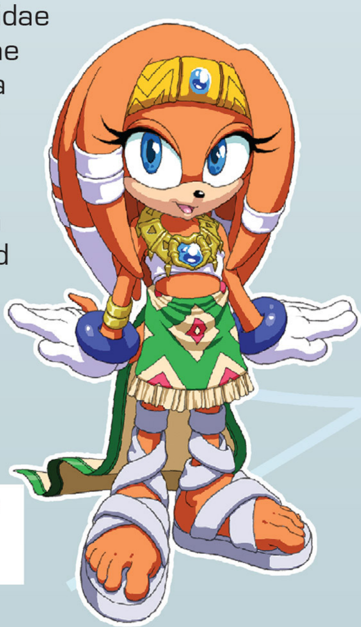
Stay on its good side!



Chaos is a creature composed of living water. Its origin is a mystery – some say it is an eternal spirit, or it is an incredibly advanced and mutated Chao. Other rumors say it is one of the Seven Ixis Masterworks. The truth may never be known. It is known that Chaos is primarily peaceful, existing as inert water and watching over its children, the Chao. It only becomes active in times of danger, and only attacks when the Chao need protection. Its drives are very basic (anger, fear, love, etc.) and it can mutate into powerful forms if it has a Chaos Emerald. If Chaos holds all seven, it turns into a nigh-unstoppable monster called Perfect Chaos.

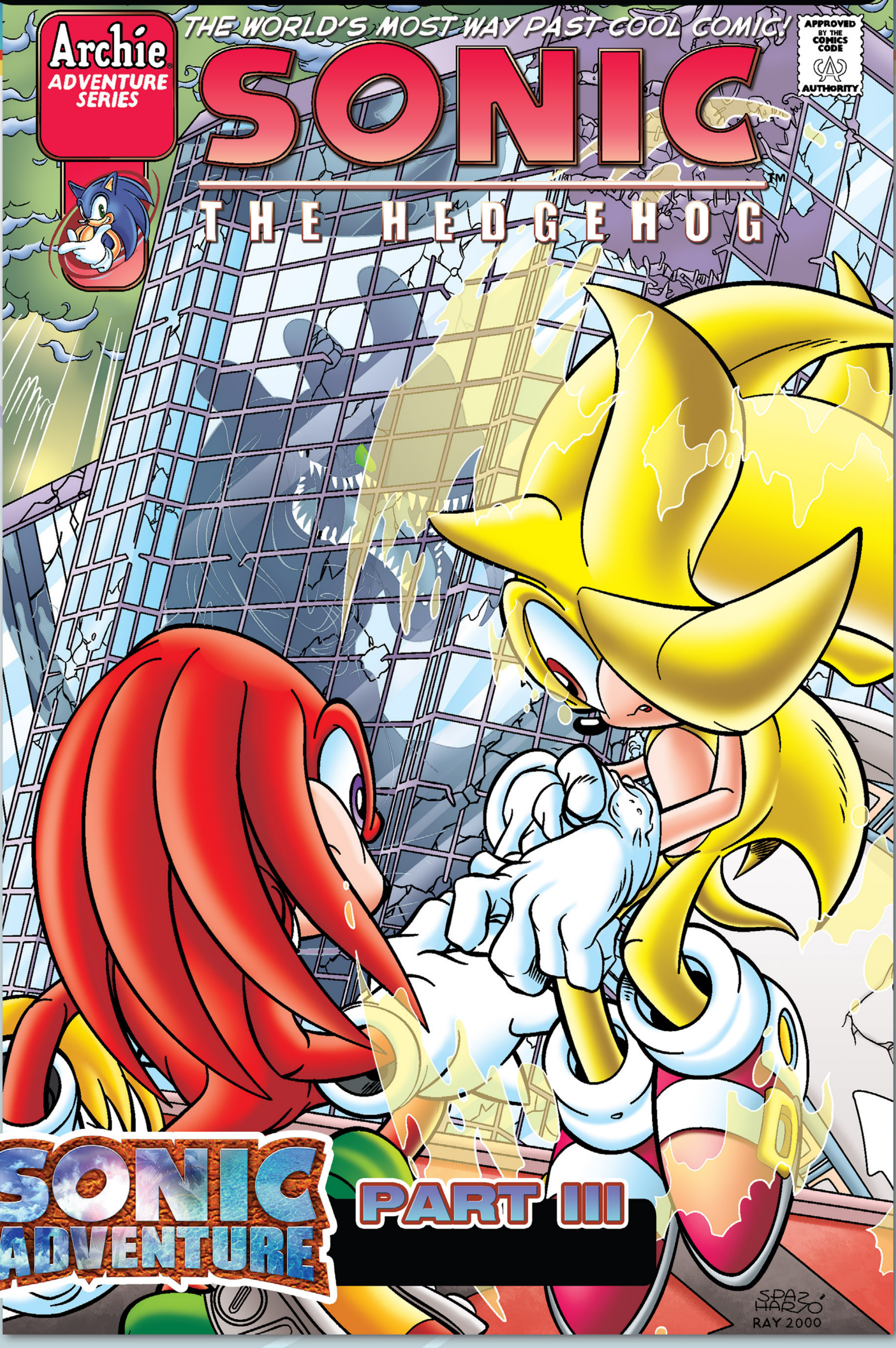
Tikal was the daughter of Chief Pachamac, head of the Knuckles Clan. Despite being part of a warrior caste, Tikal followed the teachings of her grandmother and was a devout pacifist. It was her gentle ways that earned her the trust of the Chao in the local Chao Garden and the trust of Chaos. Tragedy struck when the war between the Knuckles Clan, their rival Nocturnus Clan, and the resident Felidae Warriors necessitated the power of the Chaos Emerald in the Chao Garden. Pachamac led a brutal invasion of the garden, infuriating Chaos and unleashing its wrath, destroying the clan.

Seeing the destruction, Tikal and seven especially powerful Chao known as the Servers were able to seal her spirit and Chaos within the so-called "Black Chaos Emerald." The Seven Servers were transformed into the Seven Super Chaos Emeralds and scattered across the world. Tikal remained trapped with Chaos, trying to soothe its anger, until Dr. Ivo "Eggman" Robotnik released it in a bid for world domination. Tikal then assisted Knuckles the Echidna and his friends in foiling the doctor's plans, awakening the Seven Servers, and quelling Chaos. From there, Tikal led Chaos and the Seven Servers to a separate Zone where they rest in peace.

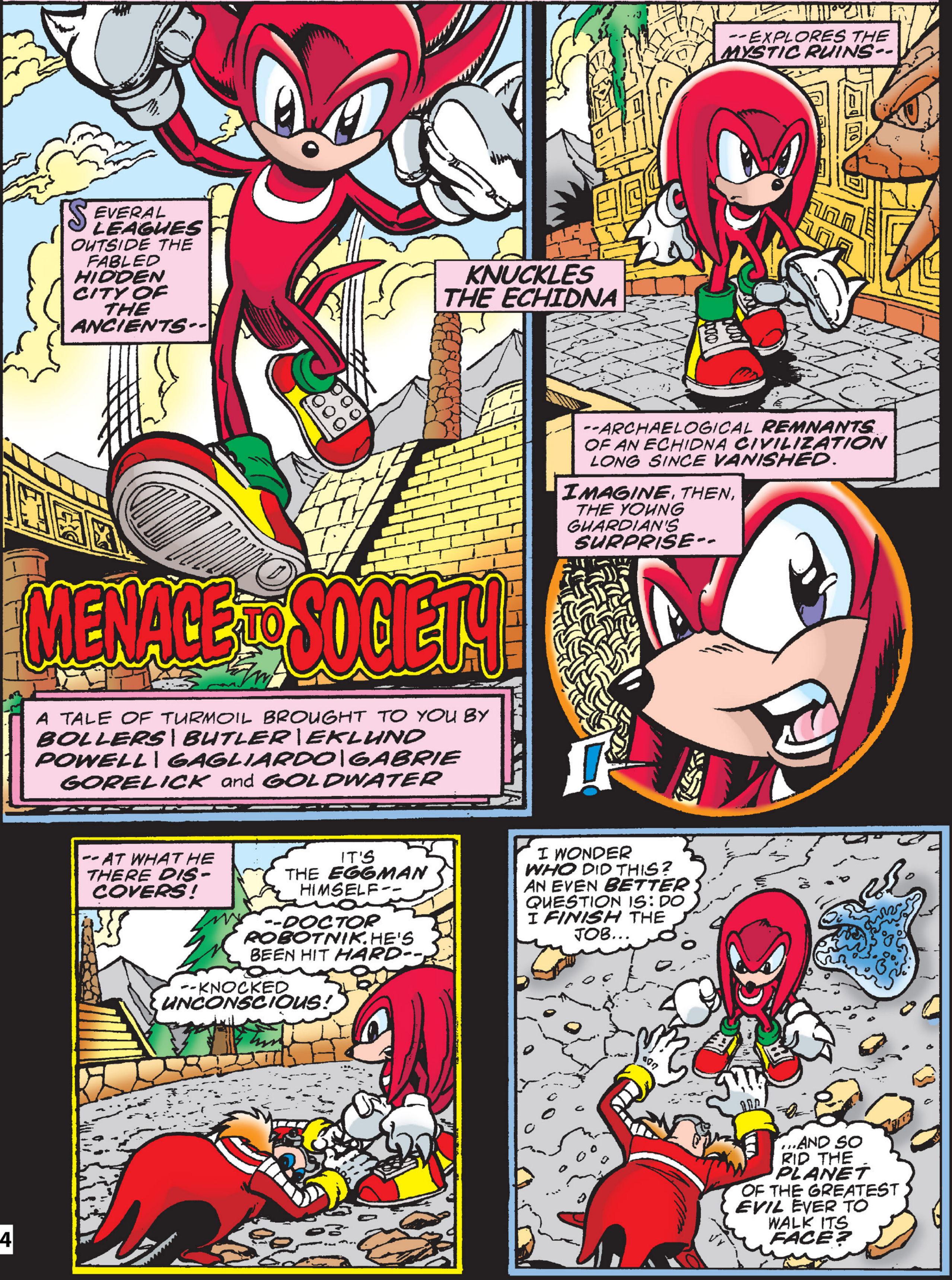


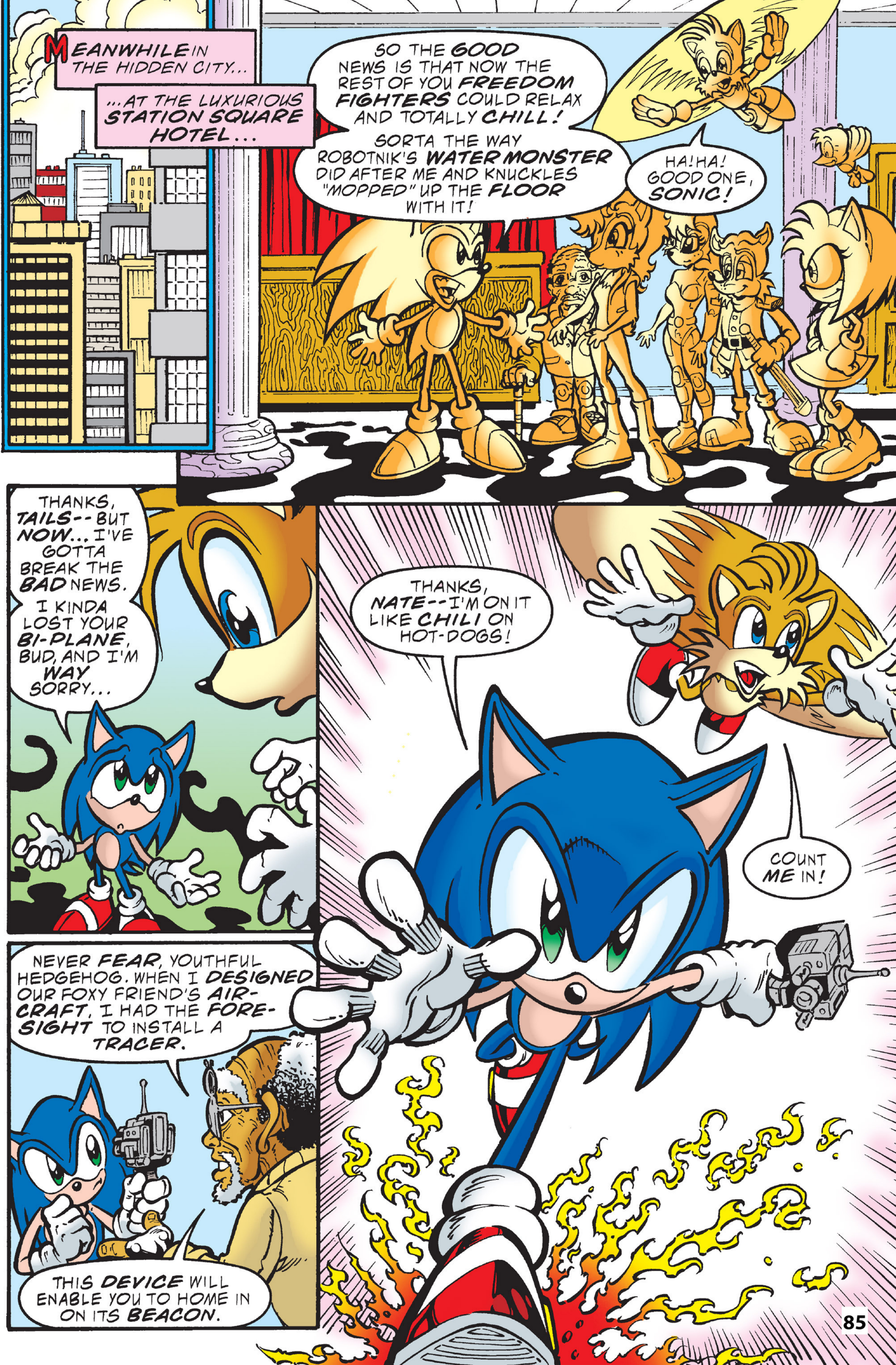
TIKAL

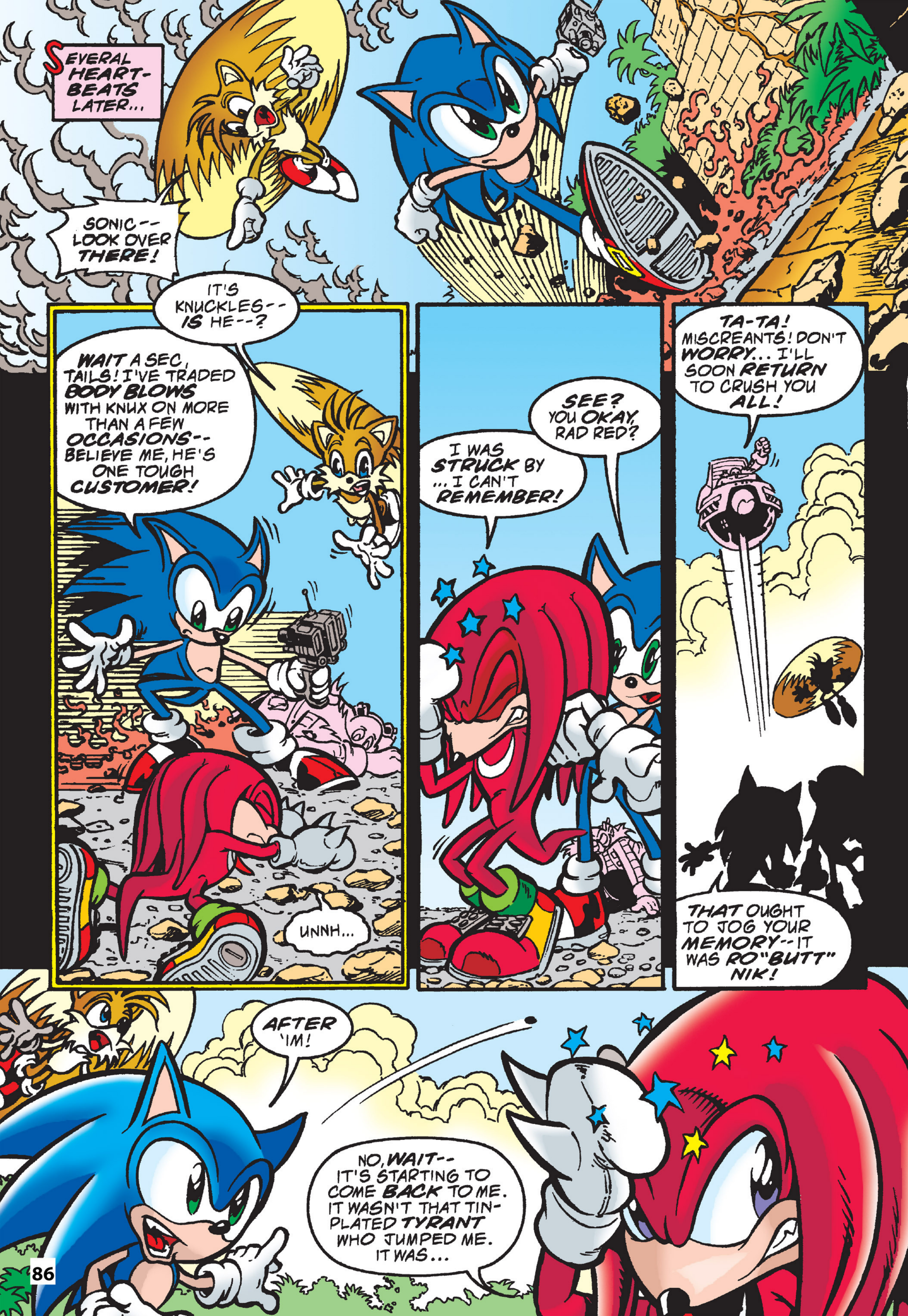
Always give peace a chance!

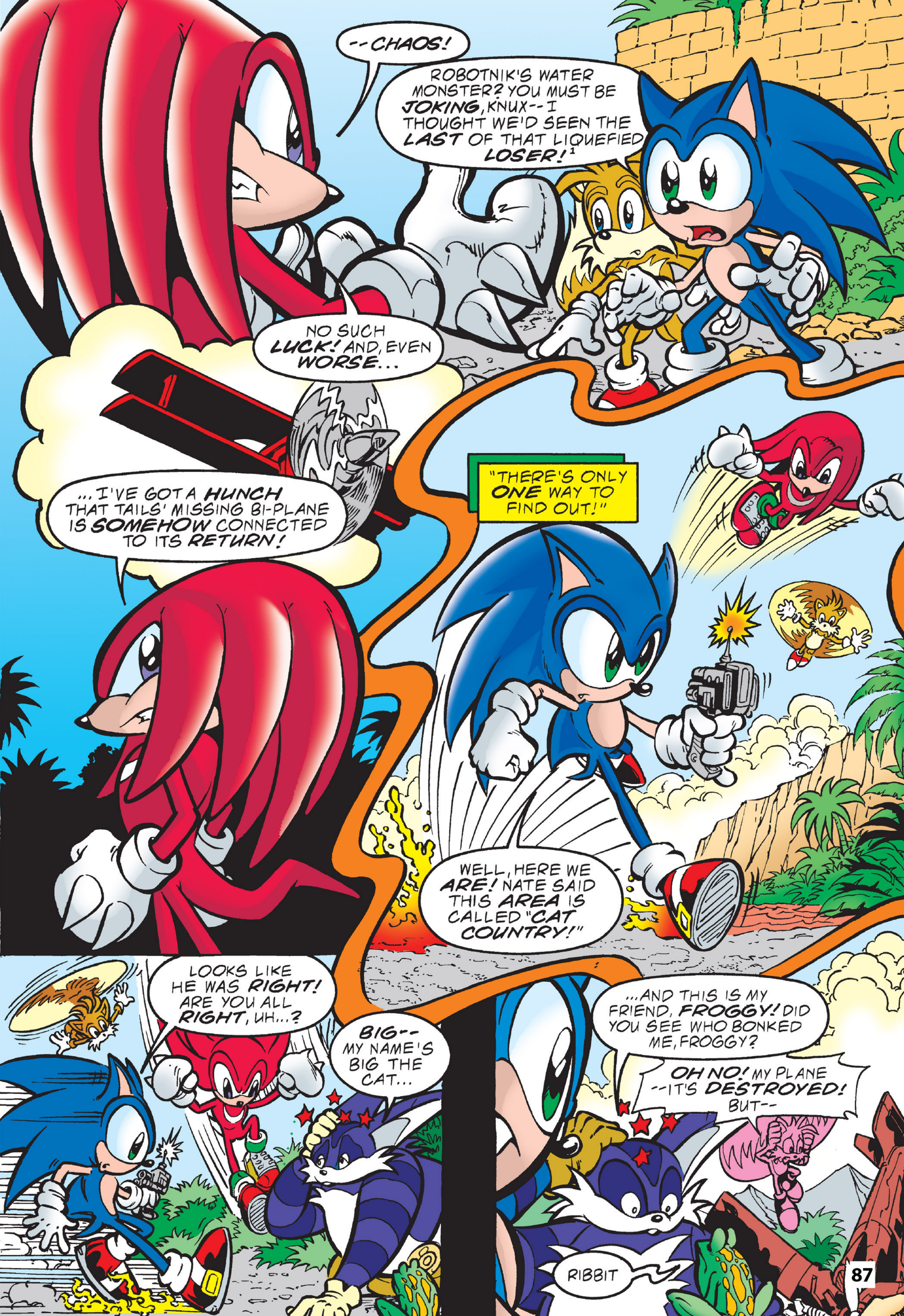

Archie
ADVENTURE SERIES
THE WORLD'S MOST WAY PAST COOL COMIC!
APPROVED BY THE COMICS CODE AUTHORITY
SONIC
THE HEDGEHOG
SONIC ADVENTURE
PART III
SPAZ HARZO RAY 2000

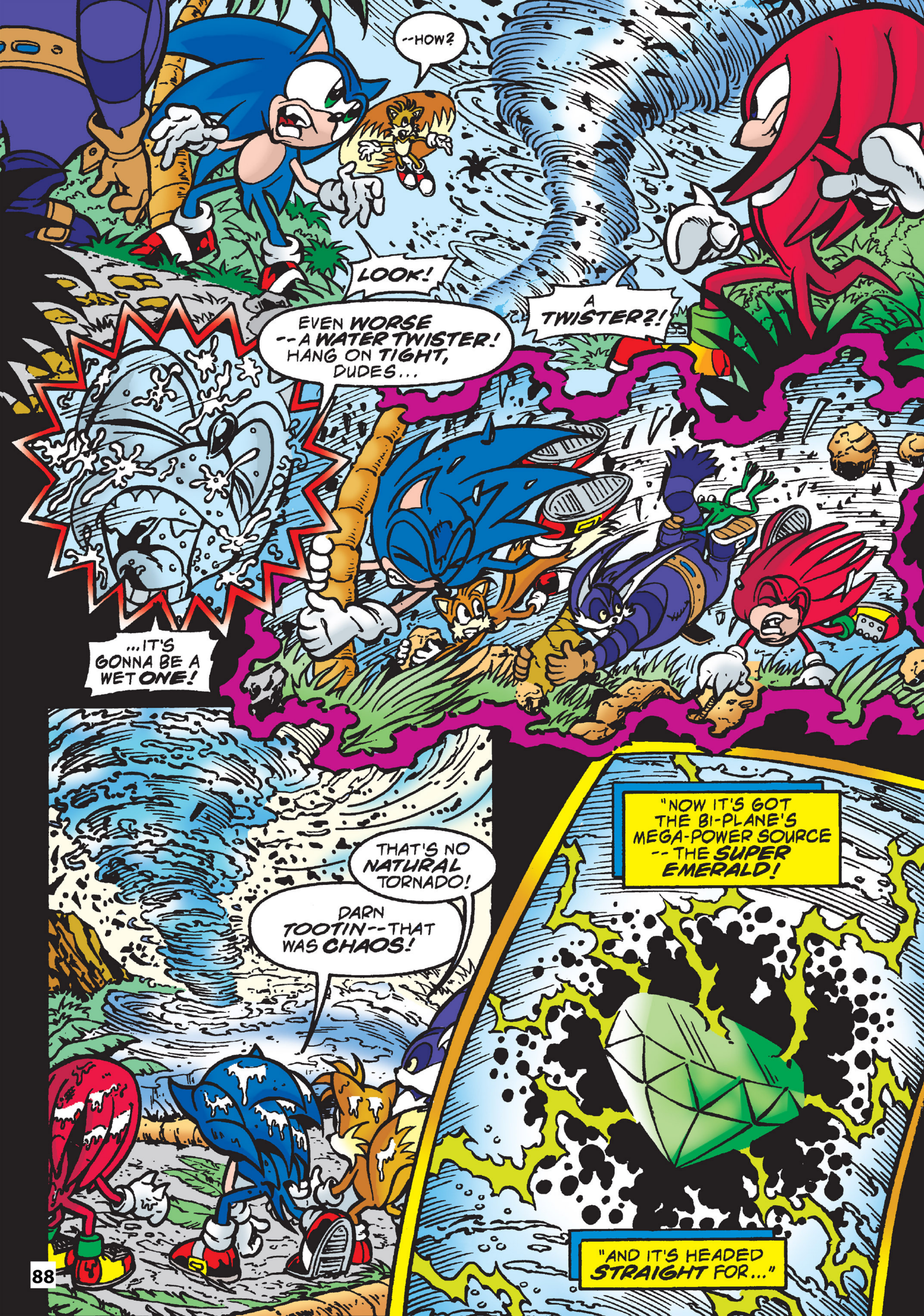
After ten long years, the iron-fisted rule of DOCTOR ROBOTNIK over planet MOBIUS was believed to have finally ended! With the technological tyrant vanquished and his smelly factories shut down, order and beauty were restored to the city of MOBOTROPOLIS. Now the villain has returned to wreak havoc once more, but there are many who are willing to stand against him in the fight for freedom. The bravest among them is a brash, blue streak who just happens to be the fastest thing alive! **ARCHIE COMICS AND SEGA PRESENT... SONIC THE HEDGEHOG!**

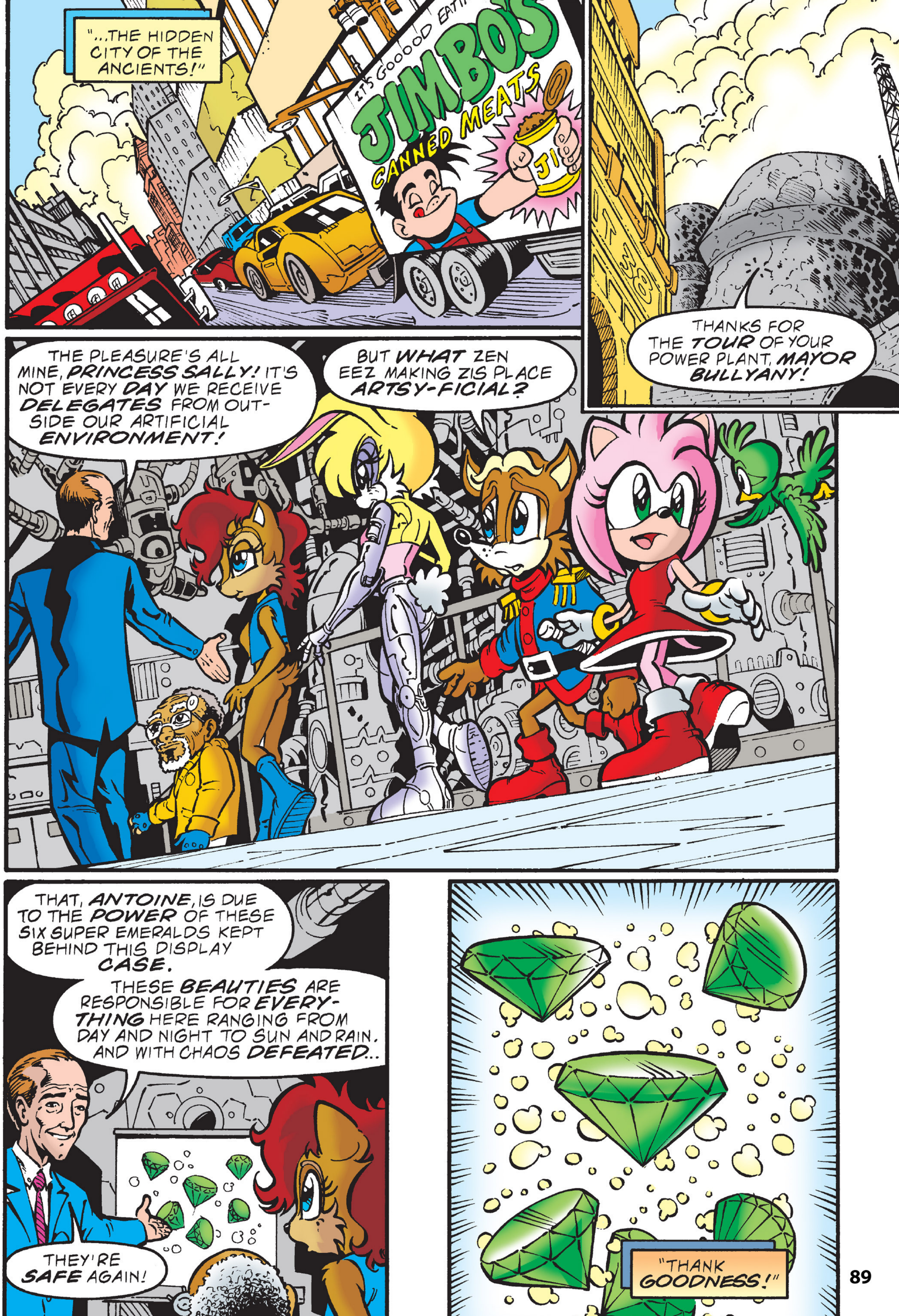

SEVERAL LEAGUES OUTSIDE THE FABLED HIDDEN CITY OF THE ANCIENTS--
KNUCKLES THE ECHIDNA
--EXPLORES THE MYSTIC RUINS--
--ARCHAELOGICAL REMNANTS OF AN ECHIDNA CIVILIZATION LONG SINCE VANISHED.
MENACE TO SOCIETY
A TALE OF TURMOIL BROUGHT TO YOU BY BOLLERS | BUTLER | EKLUND POWELL | GAGLIARDO | GABRIE GORELICK and GOLDWATER
IMAGINE, THEN, THE YOUNG GUARDIAN'S SURPRISE--
!
--AT WHAT HE THERE DISCOVERS!
IT'S THE EGGMAN HIMSELF--
--DOCTOR ROBOTNIK. HE'S BEEN HIT HARD--
--KNOCKED UNCONSCIOUS!
I WONDER WHO DID THIS? AN EVEN BETTER QUESTION IS: DO I FINISH THE JOB...
...AND SO RID THE PLANET OF THE GREATEST EVIL EVER TO WALK ITS FACE?

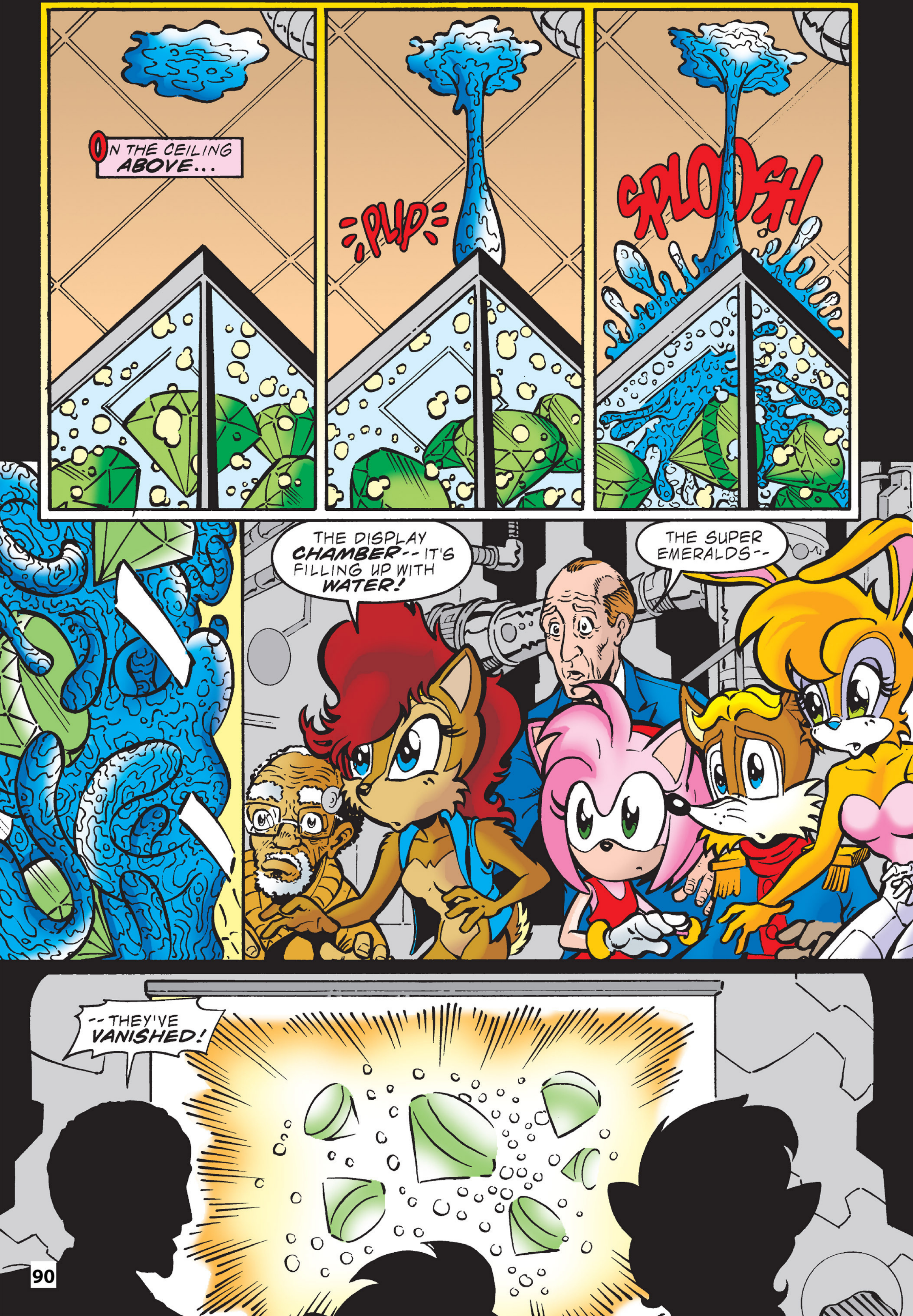

MEANWHILE IN THE HIDDEN CITY...
...AT THE LUXURIOUS **STATION SQUARE HOTEL**...
SO THE **GOOD** NEWS IS THAT NOW THE REST OF YOU **FREEDOM FIGHTERS** COULD RELAX AND TOTALLY **CHILL!**
SORTA THE WAY ROBOTNIK'S **WATER MONSTER** DID AFTER ME AND KNUCKLES "MOPPED" UP THE **FLOOR** WITH IT!
HA! HA! GOOD ONE, **SONIC!**
THANKS, **TAILS**--BUT **NOW**... I'VE GOTTA BREAK THE **BAD** NEWS. I KINDA LOST YOUR **BI-PLANE**, BUD, AND I'M **WAY** SORRY...
NEVER **FEAR**, YOUTHFUL HEDGEHOG. WHEN I **DESIGNED** OUR FOXY FRIEND'S **AIRCRAFT**, I HAD THE **FORESIGHT** TO INSTALL A **TRACER**.
THIS **DEVICE** WILL ENABLE YOU TO HOME IN ON ITS **BEACON**.
THANKS, **NATE**--I'M ON IT LIKE **CHILI** ON HOT-DOGS!
COUNT **ME** IN!

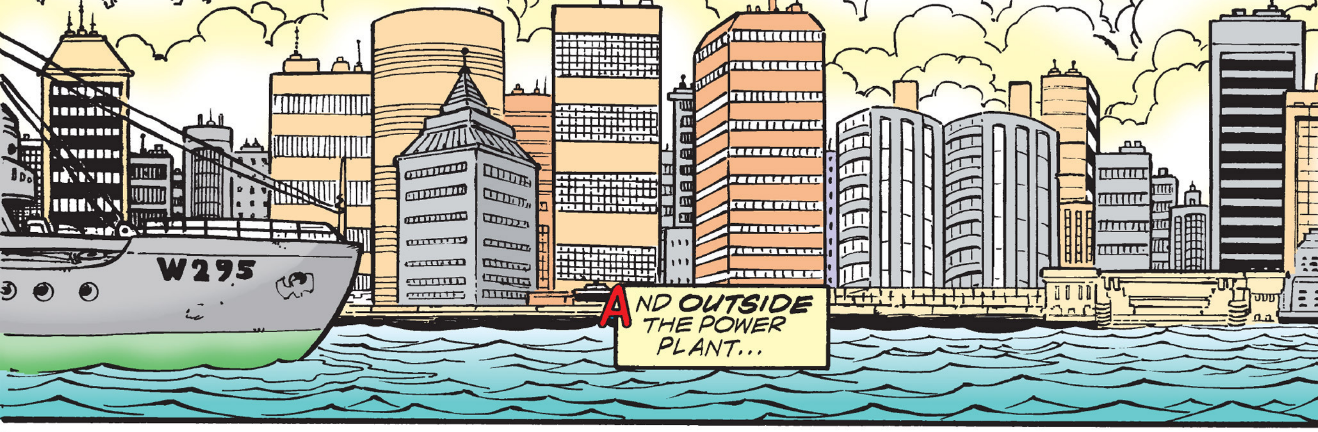

SEVERAL HEART-BEATS LATER...
SONIC-- LOOK OVER THERE!
IT'S KNUCKLES-- IS HE--?
WAIT A SEC, TAILS! I'VE TRADED BODY BLOWS WITH KNUX ON MORE THAN A FEW OCCASIONS-- BELIEVE ME, HE'S ONE TOUGH CUSTOMER!
UNNH...
SEE? YOU OKAY, RAD RED?
I WAS STRUCK BY ... I CAN'T REMEMBER!
TA-TA! MISCREANTS! DON'T WORRY... I'LL SOON RETURN TO CRUSH YOU ALL!
THAT OUGHT TO JOG YOUR MEMORY-- IT WAS RO"BUTT"NIK!
AFTER 'IM!
NO, WAIT-- IT'S STARTING TO COME BACK TO ME. IT WASN'T THAT TIN-PLATED TYRANT WHO JUMPED ME. IT WAS...

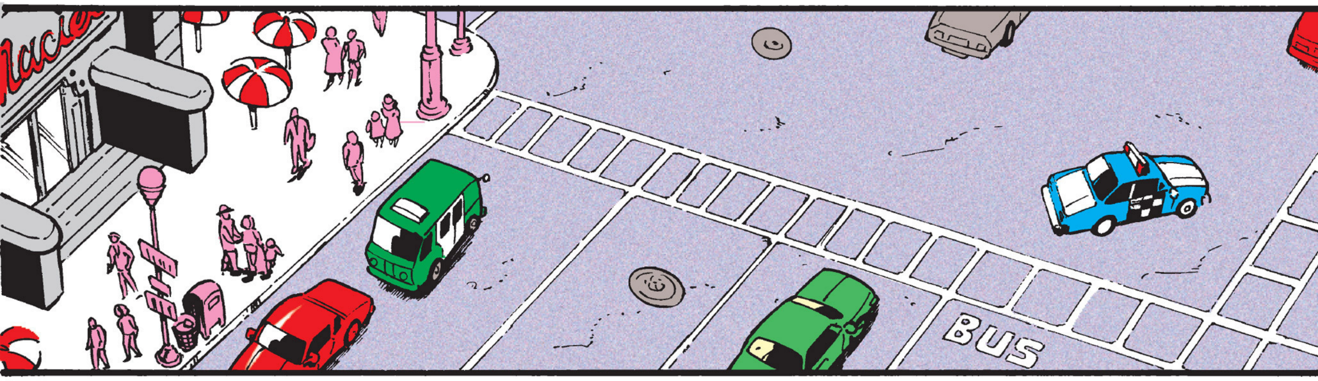

--CHAOS!
ROBOTNIK'S WATER MONSTER? YOU MUST BE *JOKING*, KNUX--I THOUGHT WE'D SEEN THE *LAST* OF THAT LIQUEFIED *LOSER!*[1]
NO SUCH *LUCK!* AND, EVEN *WORSE*...
...I'VE GOT A *HUNCH* THAT TAILS' MISSING BI-PLANE IS *SOMEHOW* CONNECTED TO ITS *RETURN!*
"THERE'S ONLY *ONE* WAY TO FIND OUT!"
WELL, HERE WE *ARE!* NATE SAID THIS *AREA* IS CALLED "*CAT COUNTRY!*"
LOOKS LIKE HE WAS *RIGHT!* ARE YOU ALL *RIGHT*, UH...?
BIG-- MY NAME'S BIG THE CAT...
...AND THIS IS MY FRIEND, *FROGGY!* DID YOU SEE WHO BONKED ME, FROGGY?
OH NO! MY PLANE --IT'S *DESTROYED!* BUT--
RIBBIT

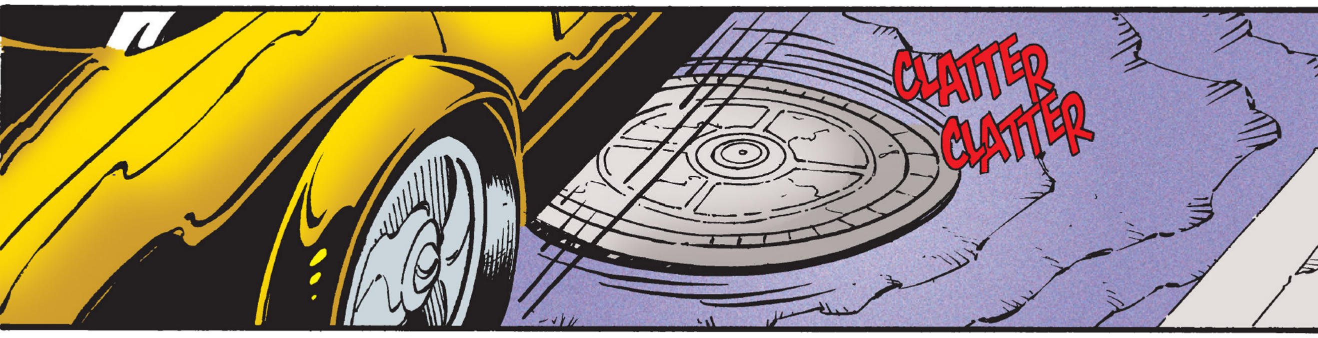

--HOW?
LOOK!
A TWISTER?!
EVEN WORSE--A WATER TWISTER! HANG ON TIGHT, DUDES...
...IT'S GONNA BE A WET ONE!
THAT'S NO NATURAL TORNADO!
DARN TOOTIN--THAT WAS CHAOS!
"NOW IT'S GOT THE BI-PLANE'S MEGA-POWER SOURCE -- THE SUPER EMERALD!
"AND IT'S HEADED STRAIGHT FOR..."

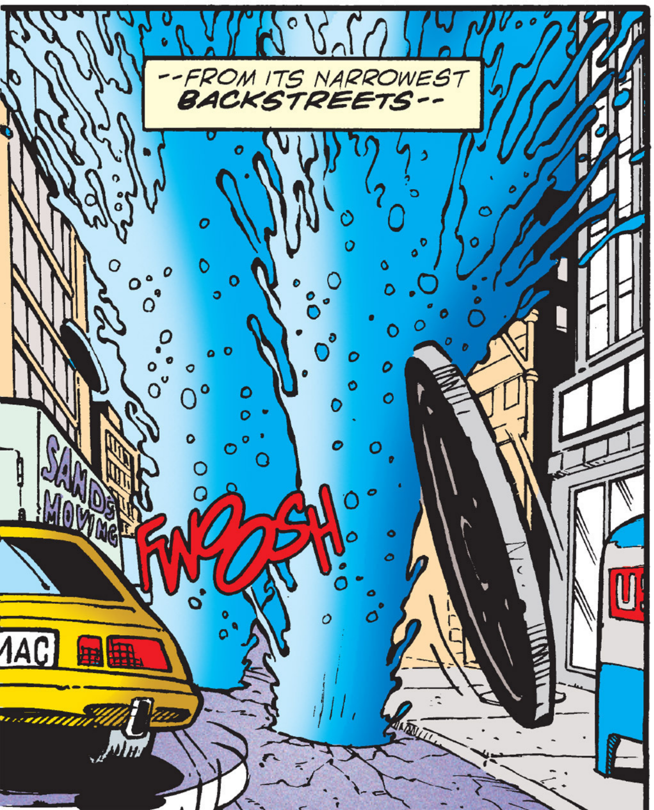

"...THE HIDDEN CITY OF THE ANCIENTS!"
IT'S GOOOOD EATI
JIMBO'S CANNED MEATS
JI
THANKS FOR THE TOUR OF YOUR POWER PLANT, MAYOR BULLYANY!
THE PLEASURE'S ALL MINE, PRINCESS SALLY! IT'S NOT EVERY DAY WE RECEIVE DELEGATES FROM OUTSIDE OUR ARTIFICIAL ENVIRONMENT!
BUT WHAT ZEN EEZ MAKING ZIS PLACE ARTSY-FICIAL?
THAT, ANTOINE, IS DUE TO THE POWER OF THESE SIX SUPER EMERALDS KEPT BEHIND THIS DISPLAY CASE.
THESE BEAUTIES ARE RESPONSIBLE FOR EVERYTHING HERE RANGING FROM DAY AND NIGHT TO SUN AND RAIN. AND WITH CHAOS DEFEATED...
THEY'RE SAFE AGAIN!
"THANK GOODNESS!"

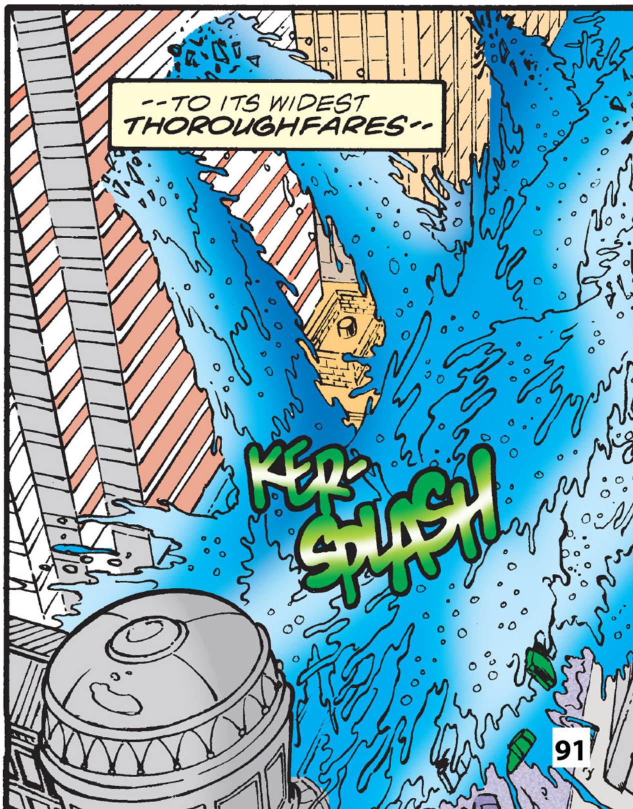

ON THE CEILING ABOVE...
PLIP
SPLOOSH
THE DISPLAY CHAMBER--IT'S FILLING UP WITH WATER!
THE SUPER EMERALDS--
--THEY'VE VANISHED!

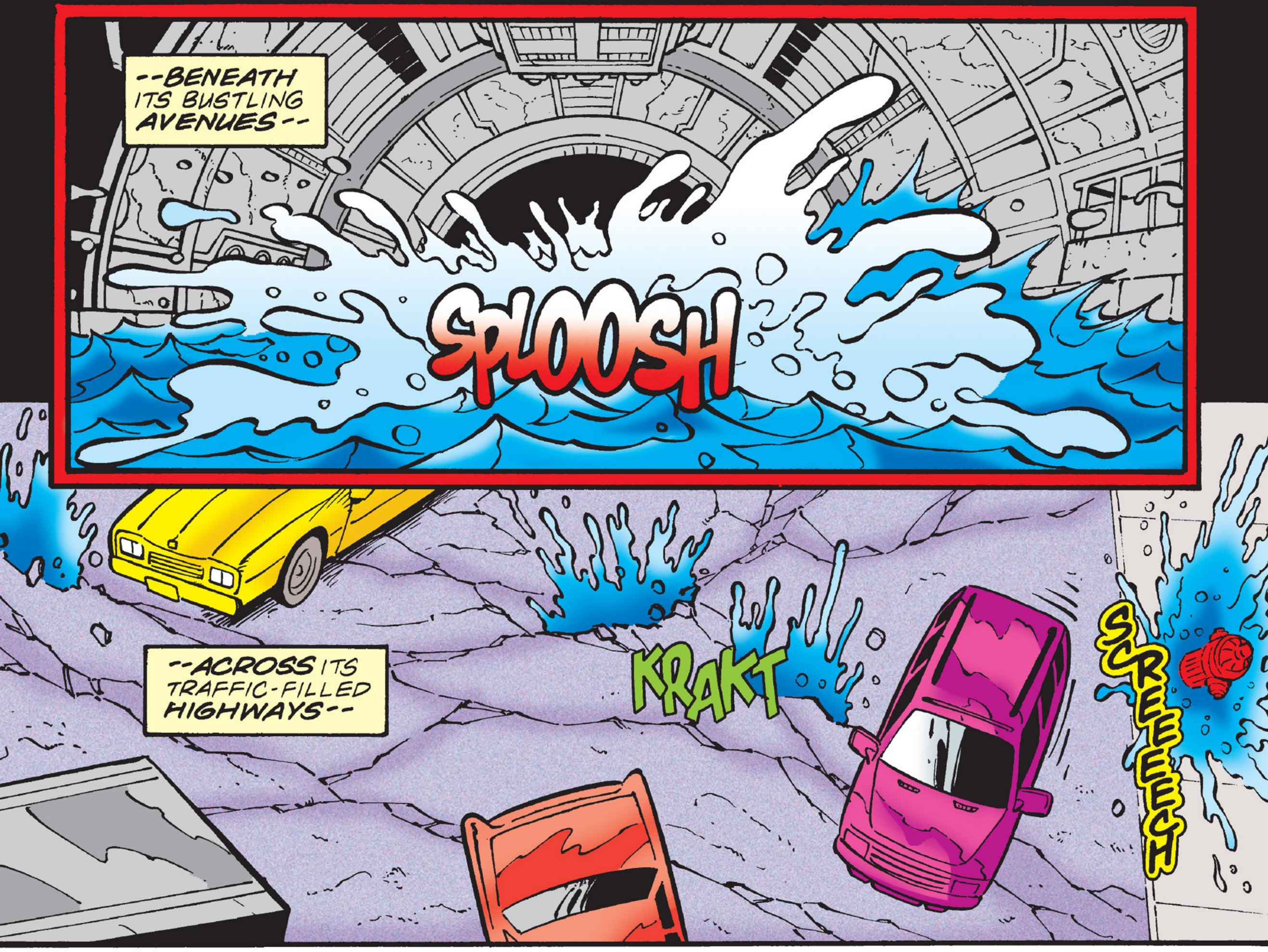

W295
AND OUTSIDE THE POWER PLANT...

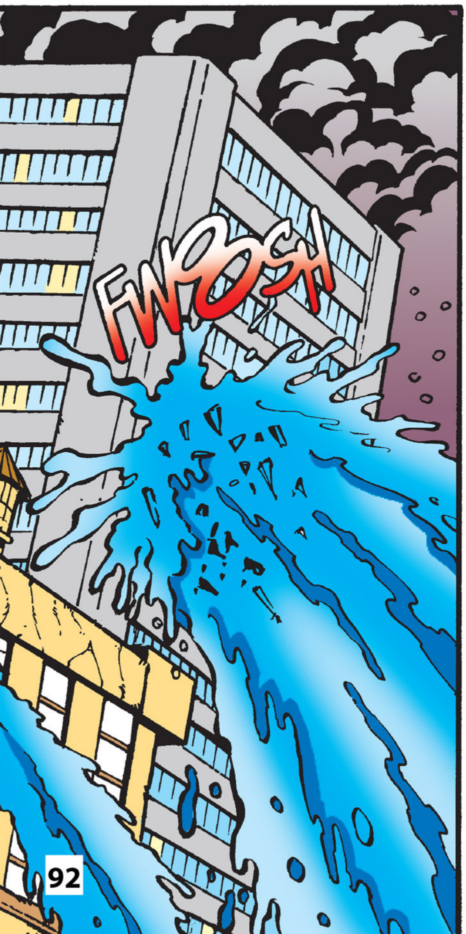

BUS

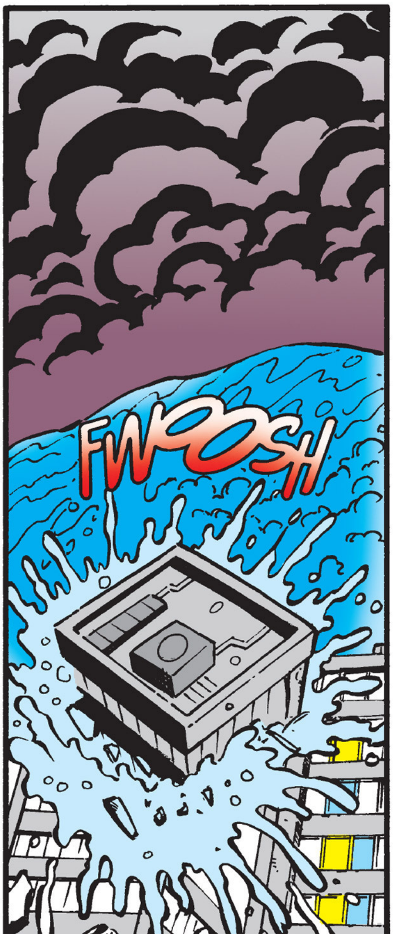

CLATTER CLATTER

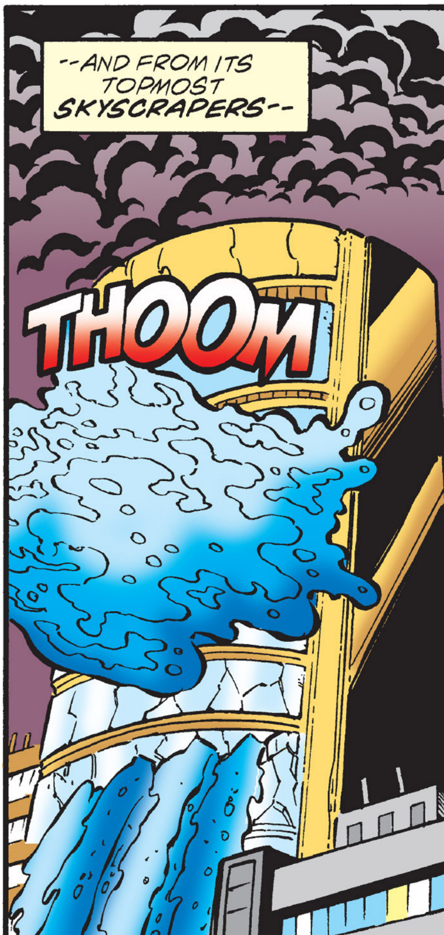

--FROM ITS NARROWEST BACKSTREETS--
SANDS MOVING
FWOOSH
MAC

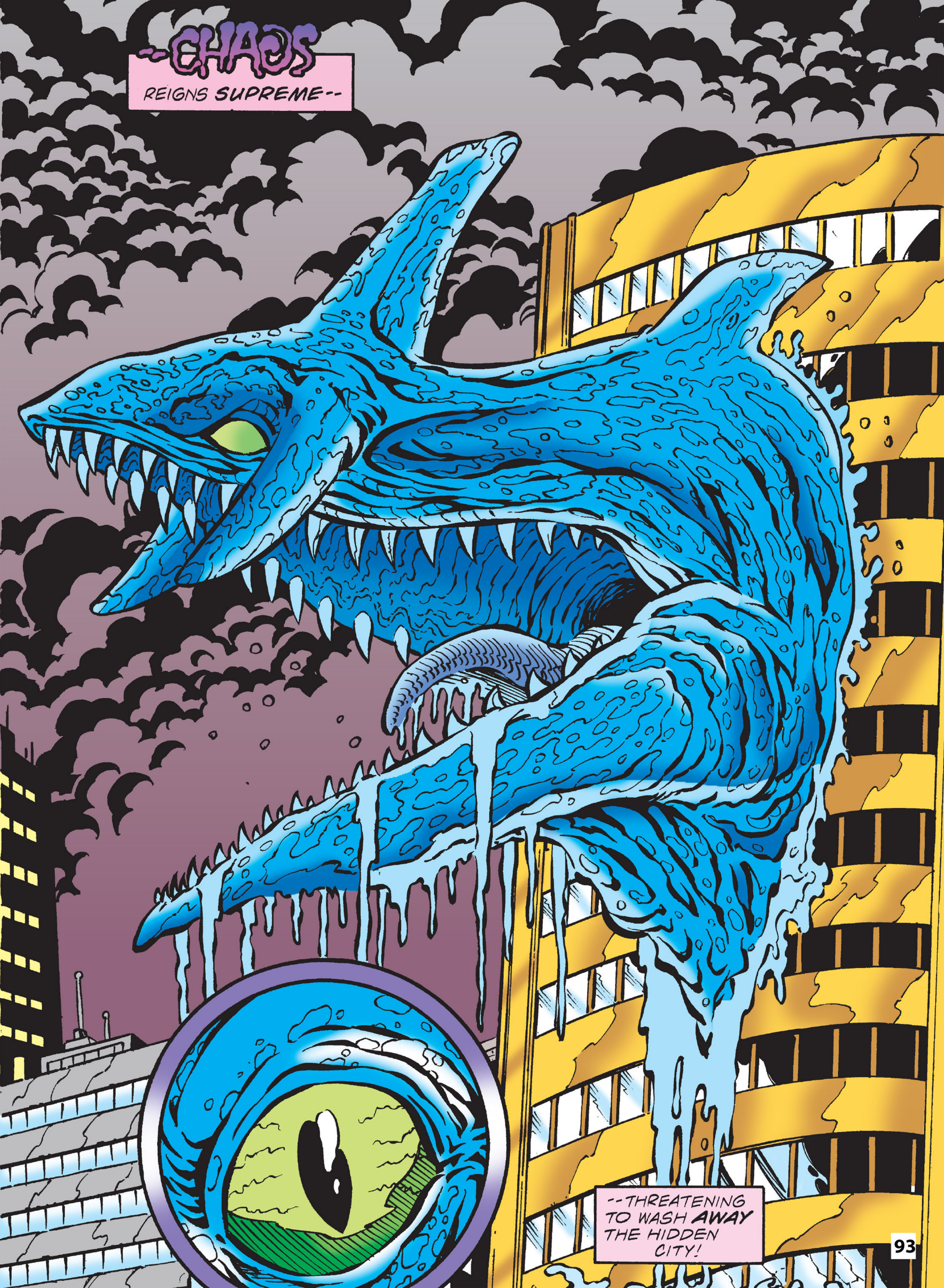

--TO ITS WIDEST THOROUGHFARES--
KER-SPLASH

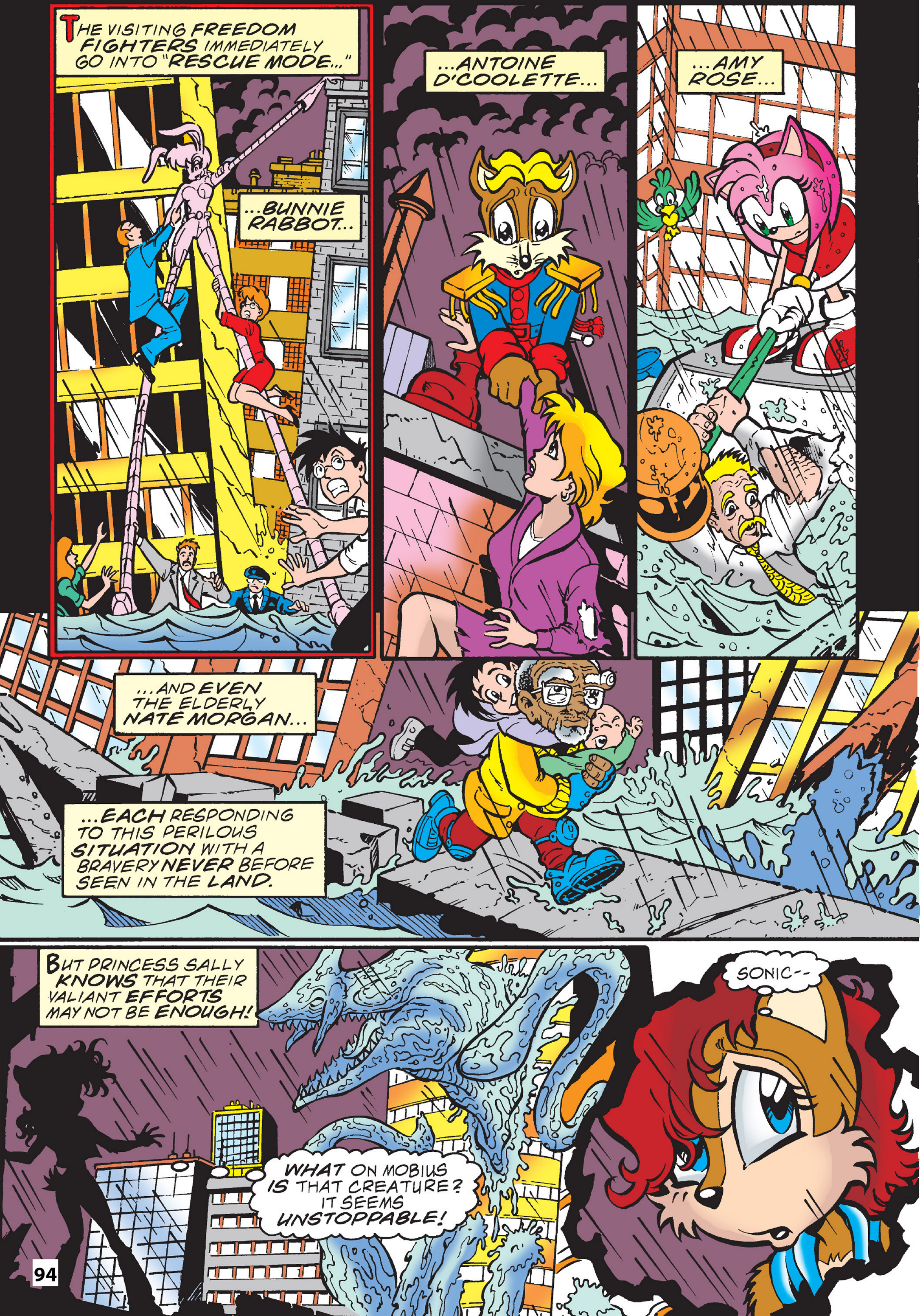

--BENEATH ITS BUSTLING AVENUES--
SPLOOSH
--ACROSS ITS TRAFFIC-FILLED HIGHWAYS--
KRAKT
SCREEEECH

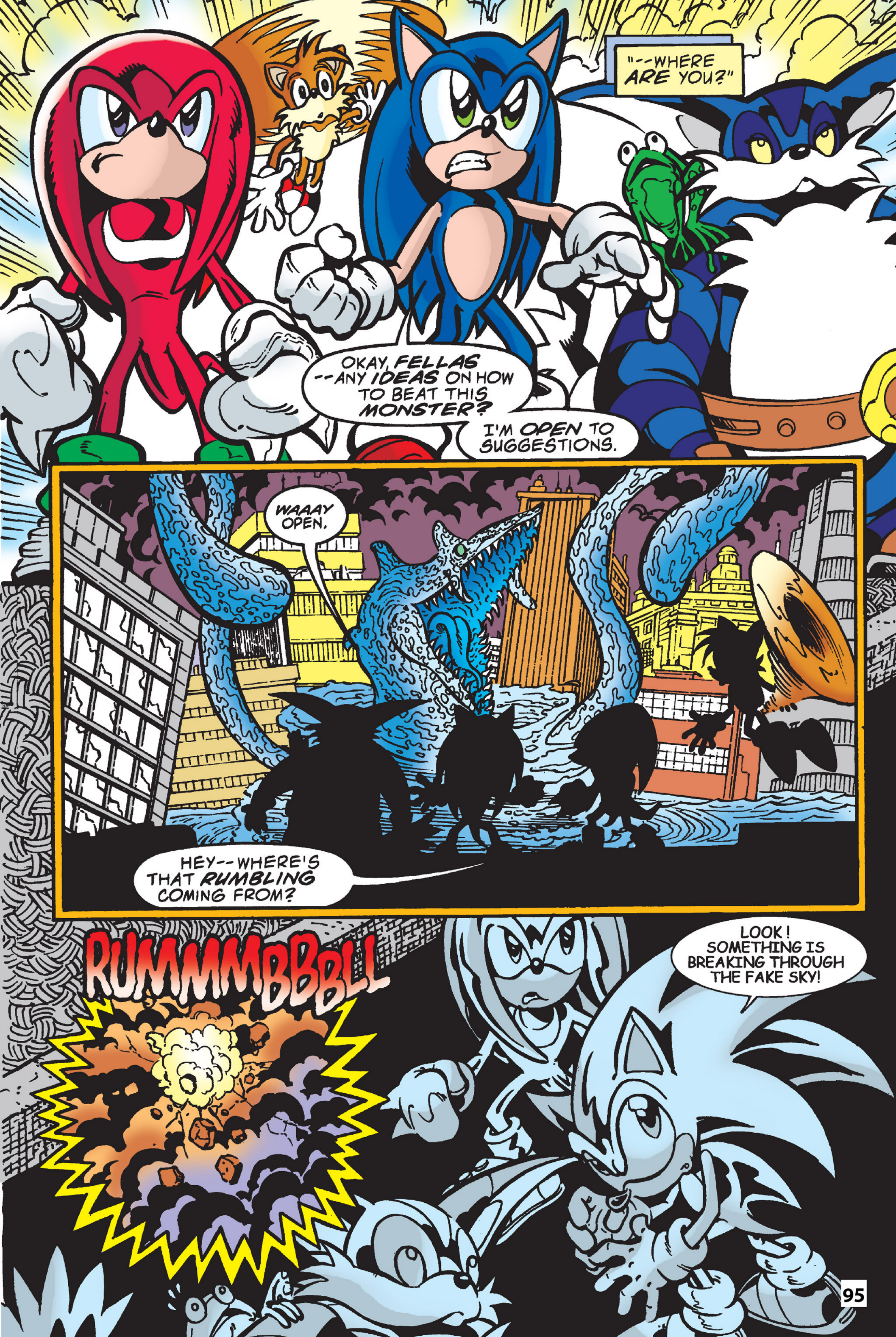

FWOOSH

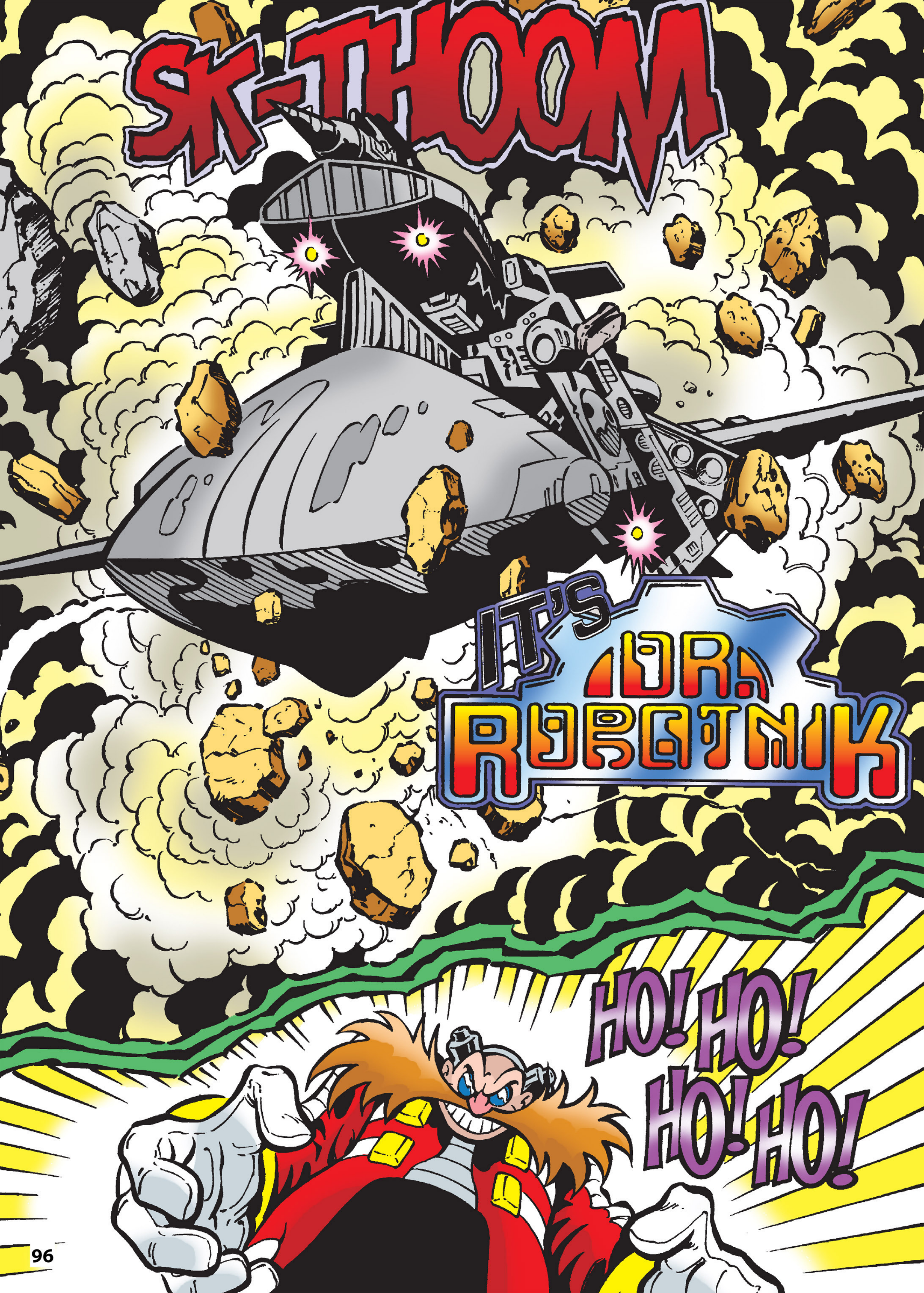

FWOOSH

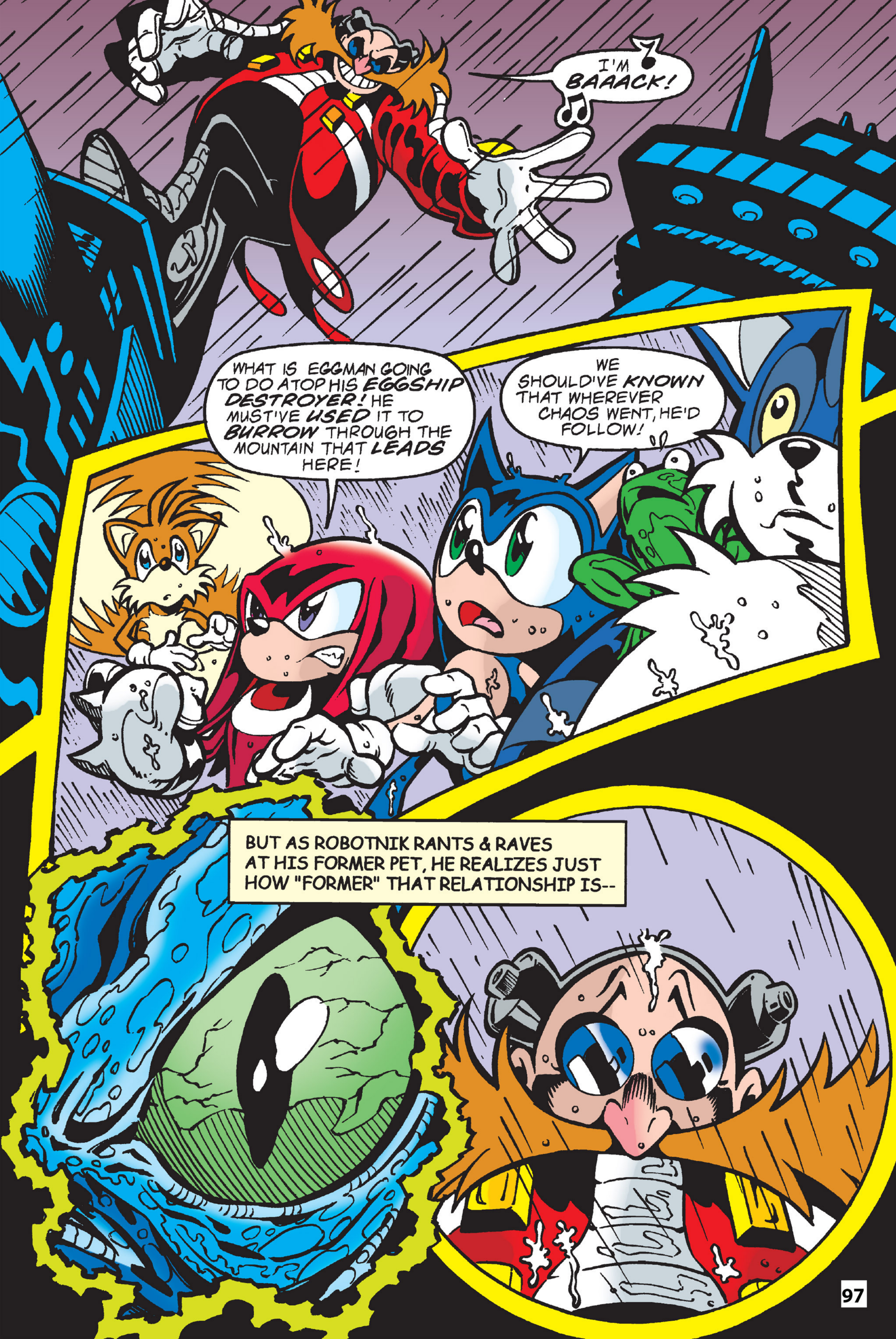

--AND FROM ITS TOPMOST SKYSCRAPERS--
THOOM

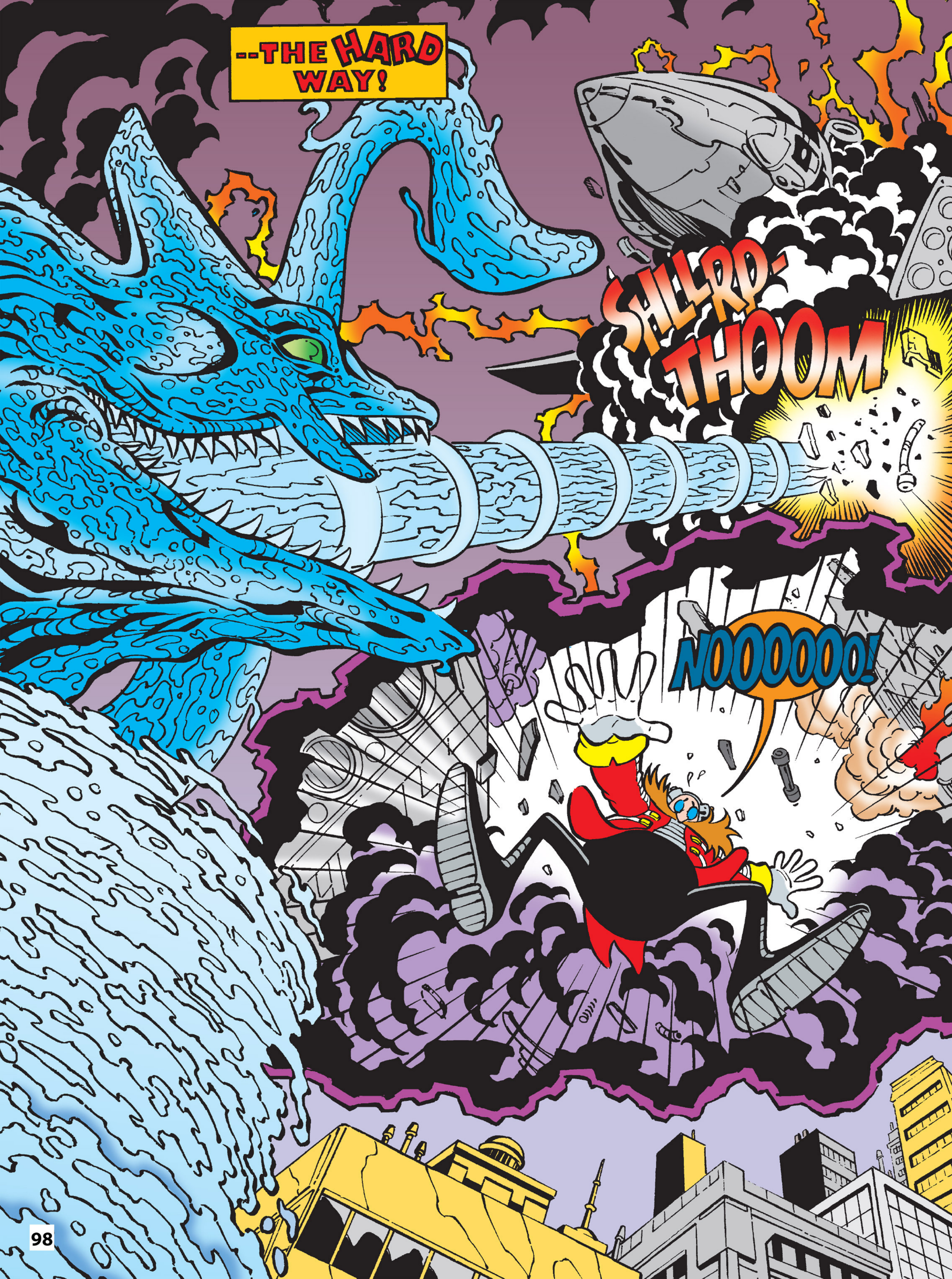

--CHAOS
REIGNS SUPREME--
--THREATENING
TO WASH AWAY
THE HIDDEN
CITY!

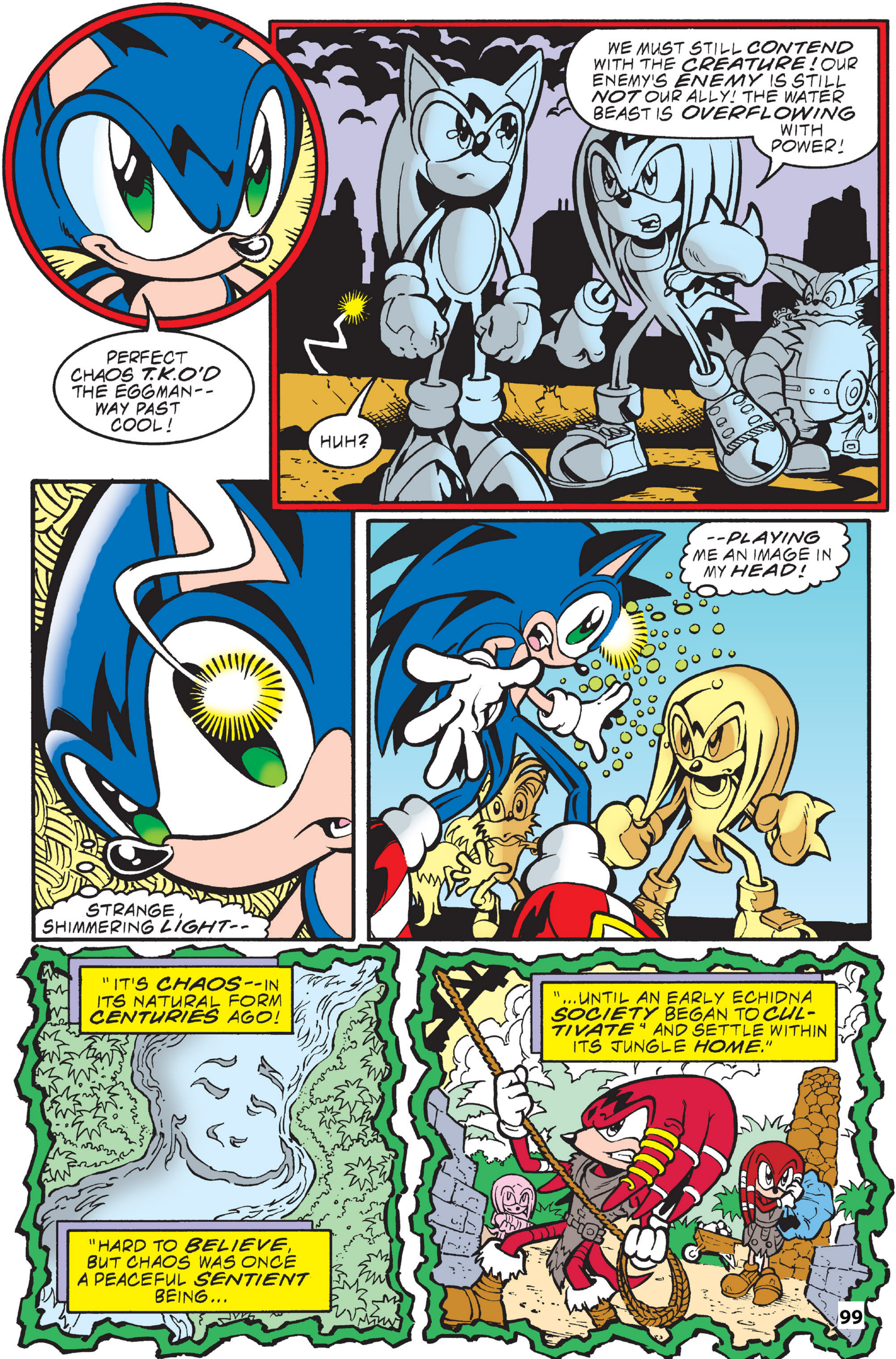

THE VISITING FREEDOM FIGHTERS IMMEDIATELY GO INTO "RESCUE MODE..."
...BUNNIE RABBOT...
...ANTOINE D'COOLETTE...
...AMY ROSE...
...AND EVEN THE ELDERLY NATE MORGAN...
...EACH RESPONDING TO THIS PERILOUS SITUATION WITH A BRAVERY NEVER BEFORE SEEN IN THE LAND.
BUT PRINCESS SALLY KNOWS THAT THEIR VALIANT EFFORTS MAY NOT BE ENOUGH!
SONIC--
WHAT ON MOBIUS IS THAT CREATURE? IT SEEMS UNSTOPPABLE!

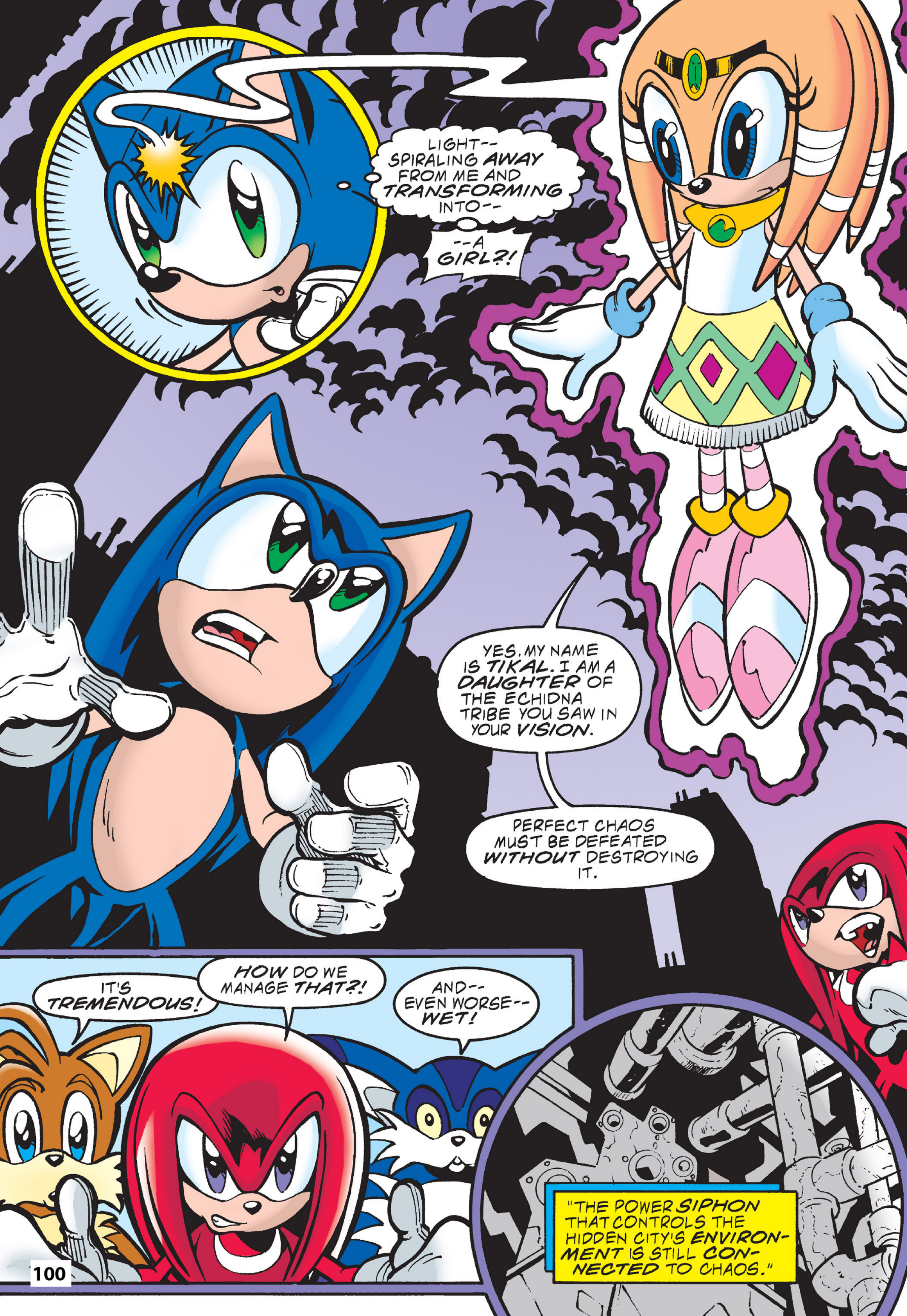

"--WHERE *ARE* YOU?"
OKAY, *FELLAS* --ANY *IDEAS* ON HOW TO BEAT THIS *MONSTER?*
I'M *OPEN* TO SUGGESTIONS.
WAAAY OPEN.
HEY--WHERE'S THAT *RUMBLING* COMING FROM?
RUMMMBBBLL
LOOK! SOMETHING IS BREAKING THROUGH THE FAKE SKY!

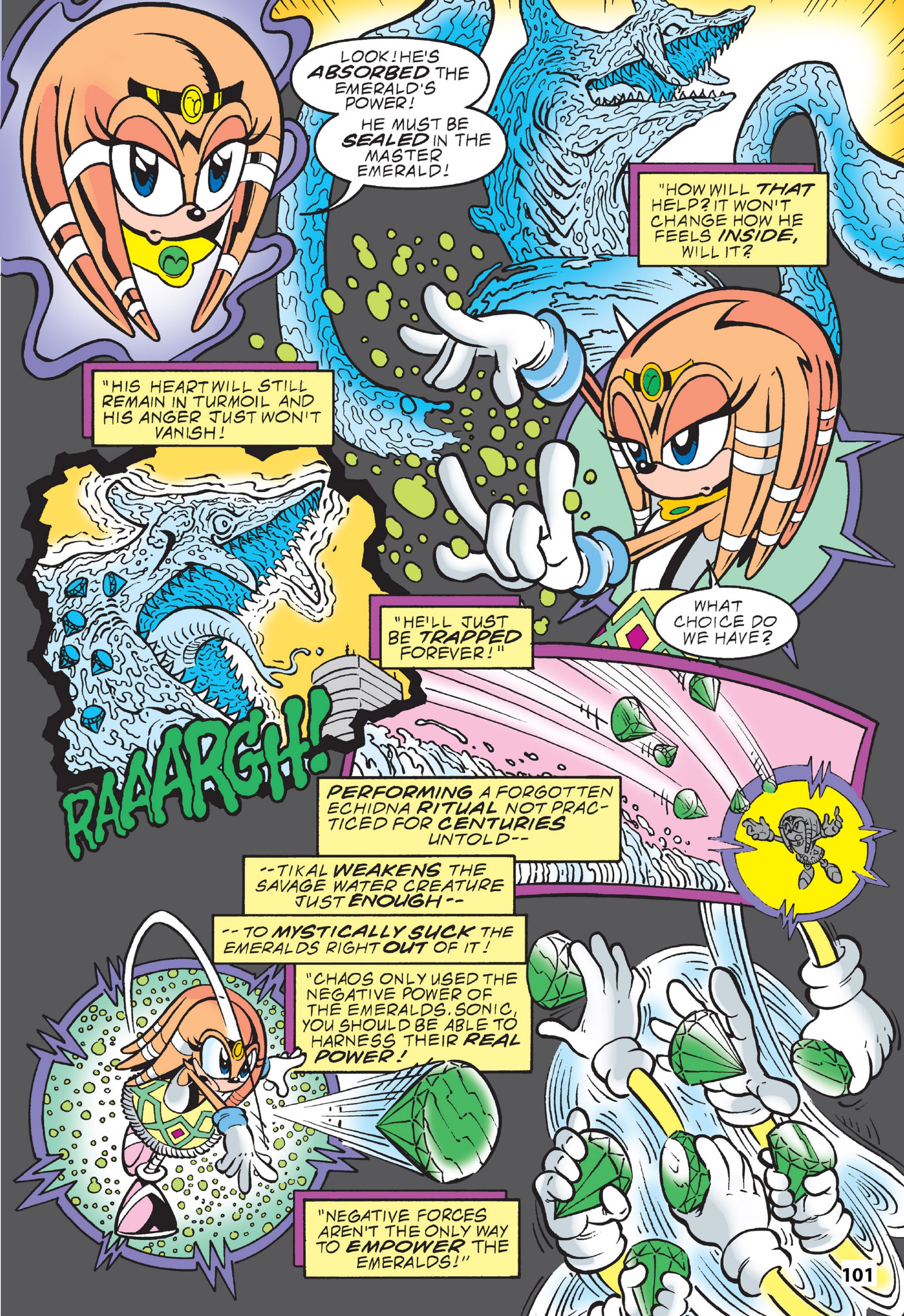

SK-THOOM
IT'S DR. ROBOTNIK
HO! HO! HO! HO!

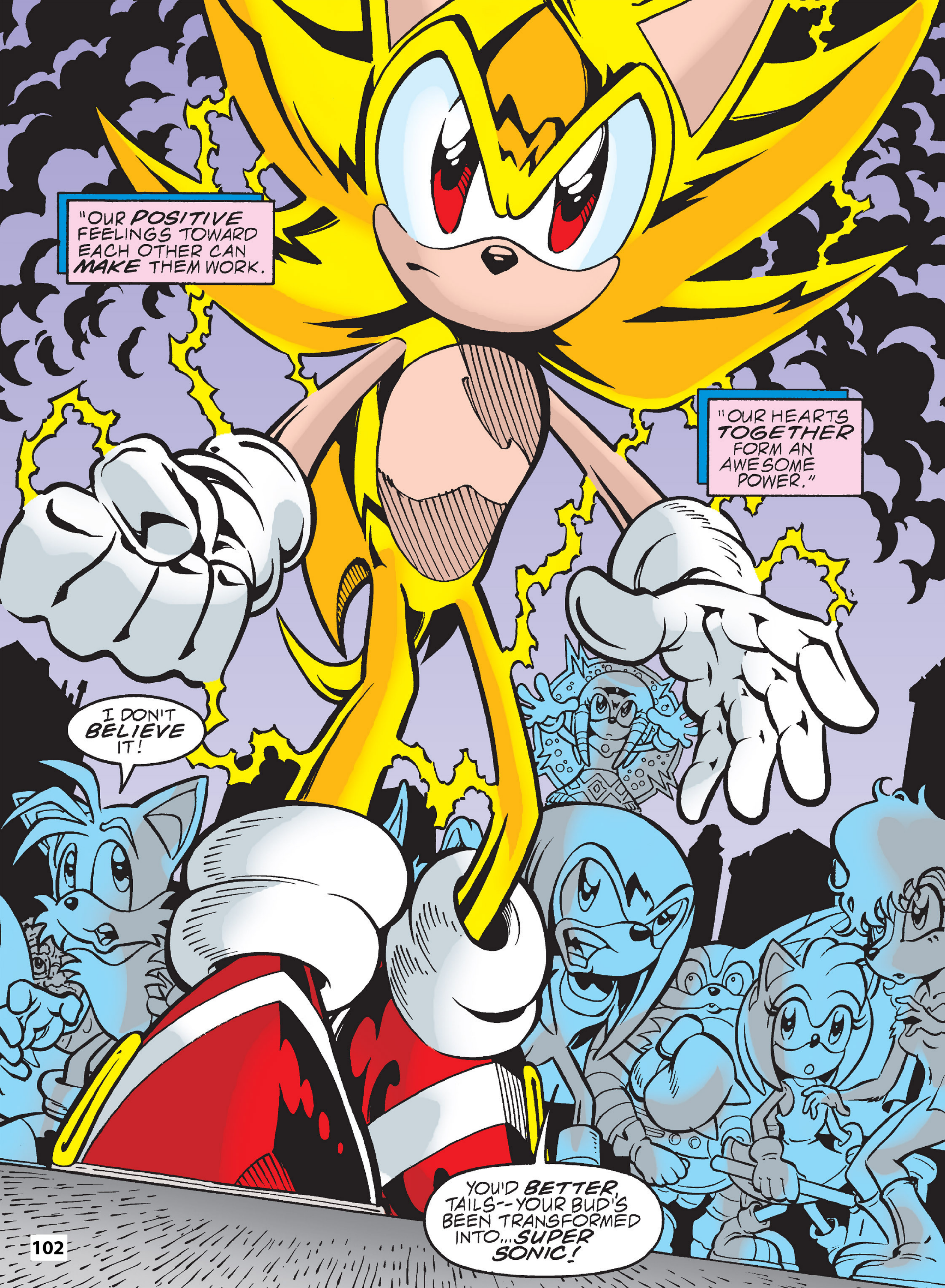

I'M BAAACK!
WHAT IS EGGMAN GOING TO DO ATOP HIS EGGSHIP DESTROYER! HE MUST'VE USED IT TO BURROW THROUGH THE MOUNTAIN THAT LEADS HERE!
WE SHOULD'VE KNOWN THAT WHEREVER CHAOS WENT, HE'D FOLLOW!
BUT AS ROBOTNIK RANTS & RAVES AT HIS FORMER PET, HE REALIZES JUST HOW "FORMER" THAT RELATIONSHIP IS--

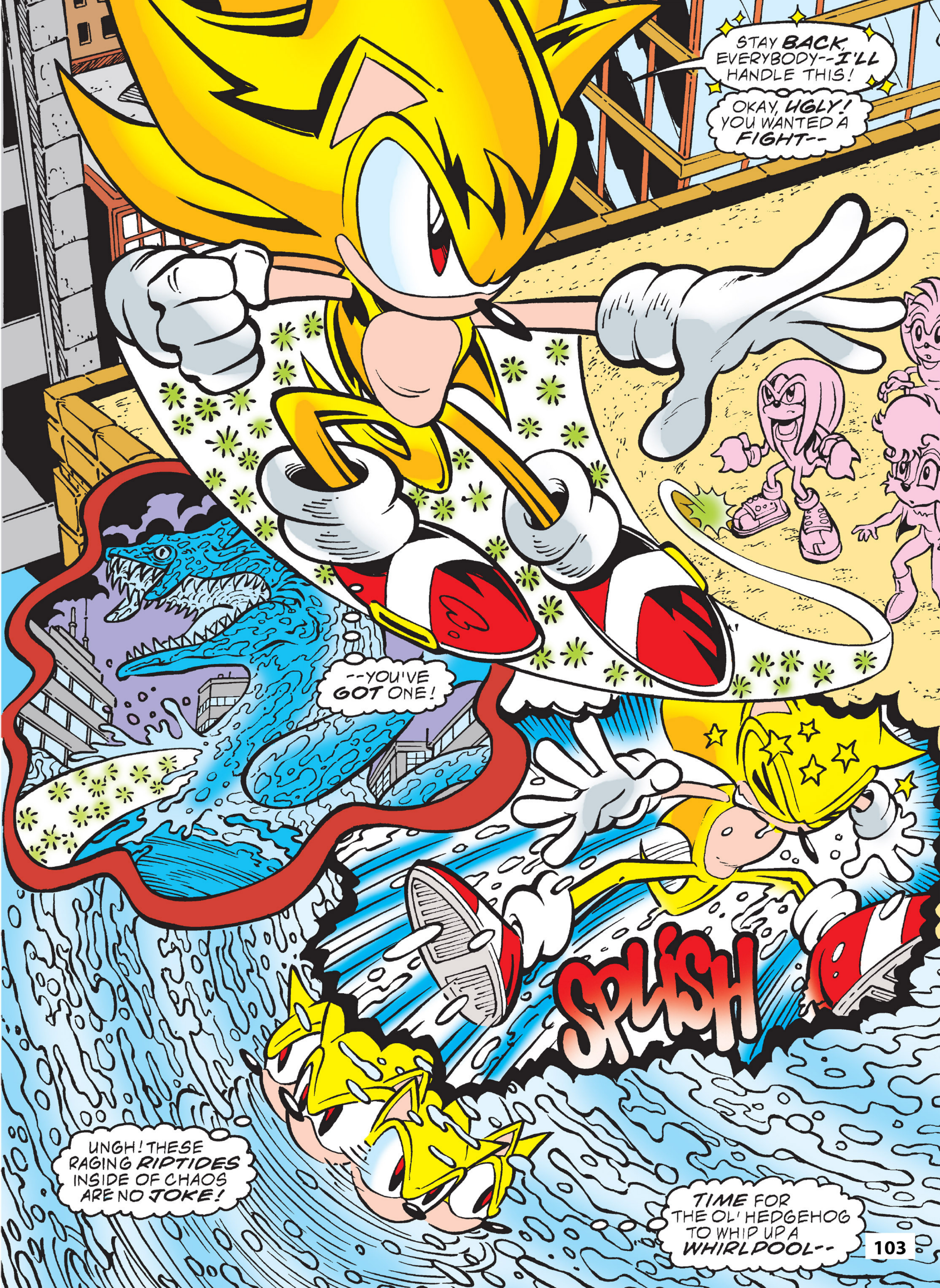

--THE HARD WAY!
SHLLRP-THOOM
NOOOOOO!

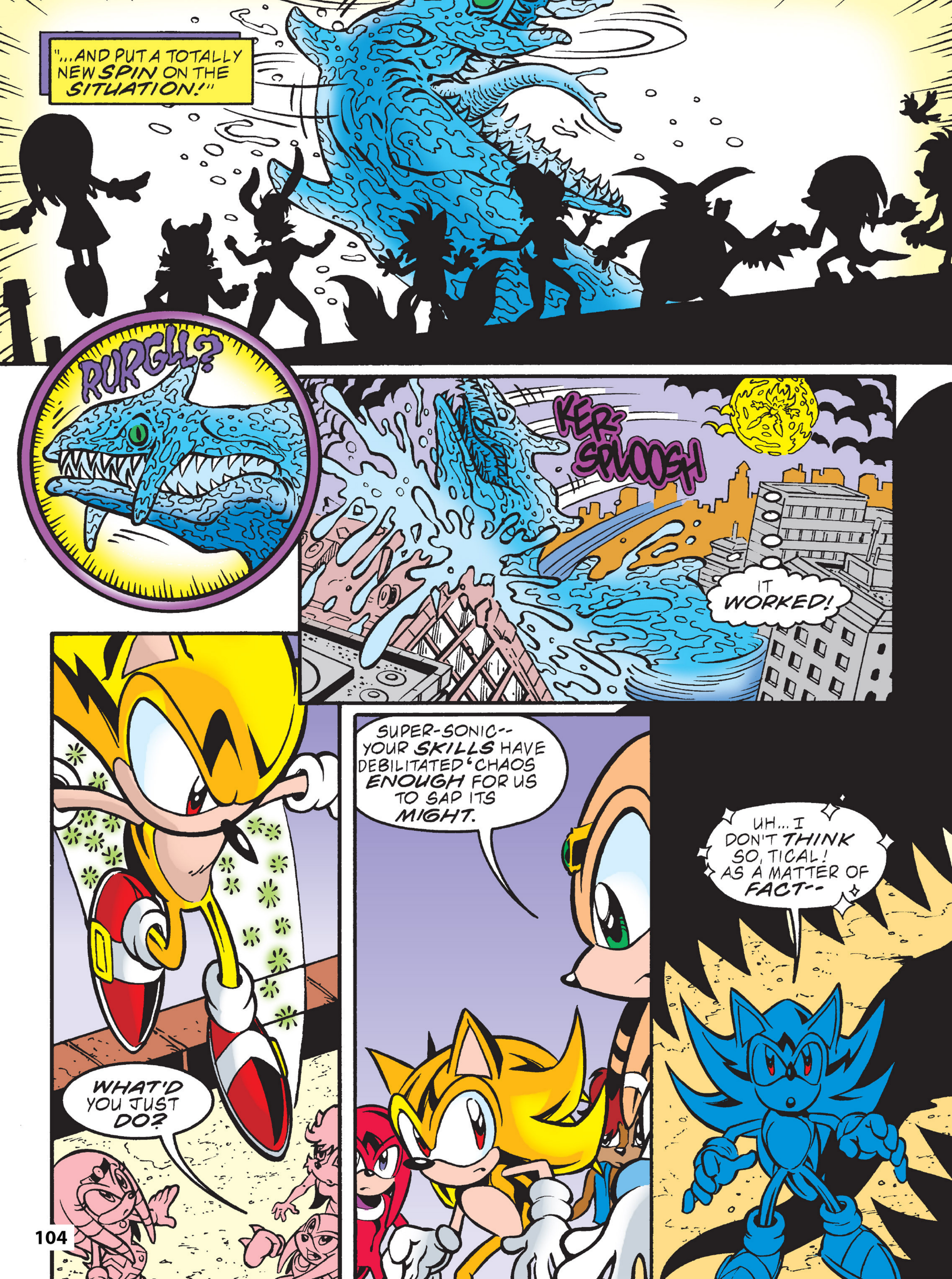

PERFECT CHAOS T.K.O'D THE EGGMAN--WAY PAST COOL!
WE MUST STILL CONTEND WITH THE CREATURE! OUR ENEMY'S ENEMY IS STILL NOT OUR ALLY! THE WATER BEAST IS OVERFLOWING WITH POWER!
HUH?
STRANGE, SHIMMERING LIGHT--
--PLAYING ME AN IMAGE IN MY HEAD!
"IT'S CHAOS--IN ITS NATURAL FORM CENTURIES AGO!
"HARD TO BELIEVE, BUT CHAOS WAS ONCE A PEACEFUL SENTIENT BEING...
"...UNTIL AN EARLY ECHIDNA SOCIETY BEGAN TO CULTIVATE⁴ AND SETTLE WITHIN ITS JUNGLE HOME."

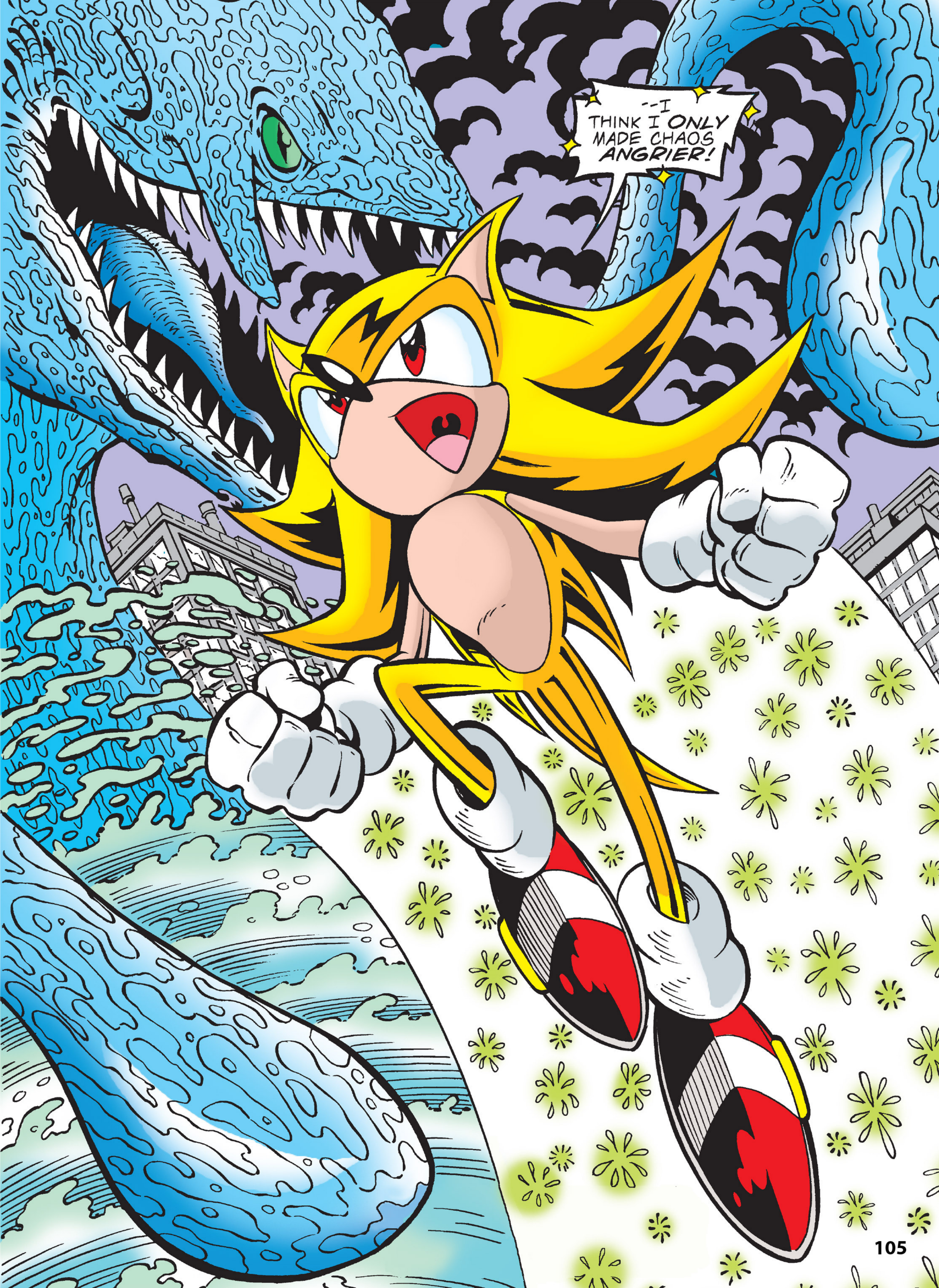

LIGHT-- SPIRALING AWAY FROM ME AND TRANSFORMING INTO--
--A GIRL?!
YES. MY NAME IS TIKAL. I AM A DAUGHTER OF THE ECHIDNA TRIBE YOU SAW IN YOUR VISION.
PERFECT CHAOS MUST BE DEFEATED WITHOUT DESTROYING IT.
IT'S TREMENDOUS!
HOW DO WE MANAGE THAT?!
AND-- EVEN WORSE-- WET!
"THE POWER SIPHON THAT CONTROLS THE HIDDEN CITY'S ENVIRONMENT IS STILL CONNECTED TO CHAOS."

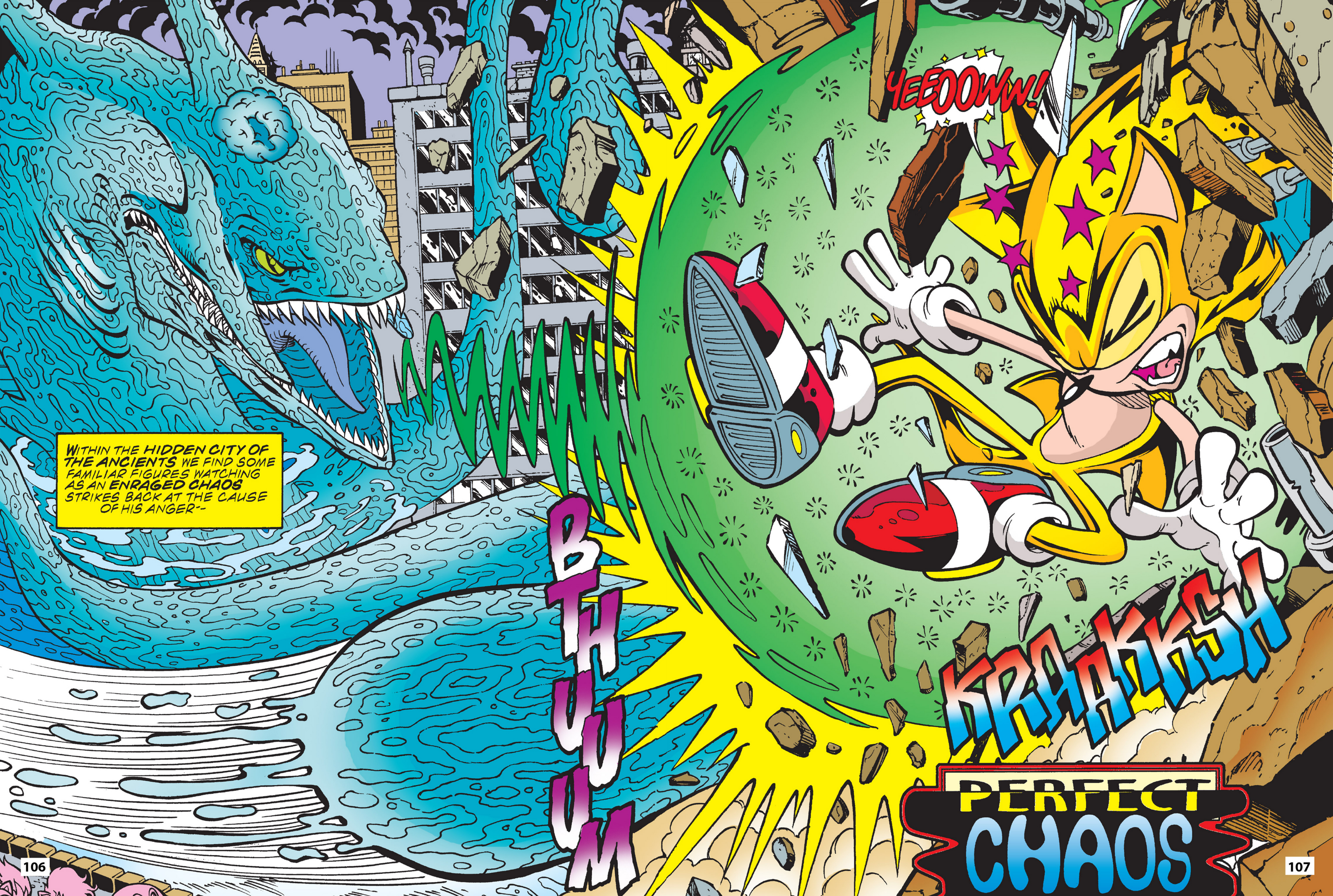

LOOK! HE'S ABSORBED THE EMERALD'S POWER!
HE MUST BE SEALED IN THE MASTER EMERALD!
"HOW WILL THAT HELP? IT WON'T CHANGE HOW HE FEELS INSIDE, WILL IT?
"HIS HEART WILL STILL REMAIN IN TURMOIL AND HIS ANGER JUST WON'T VANISH!
WHAT CHOICE DO WE HAVE?
"HE'LL JUST BE TRAPPED FOREVER!"
RAAARGH!
PERFORMING A FORGOTTEN ECHIDNA RITUAL NOT PRACTICED FOR CENTURIES UNTOLD--
--TIKAL WEAKENS THE SAVAGE WATER CREATURE JUST ENOUGH--
--TO MYSTICALLY SUCK THE EMERALDS RIGHT OUT OF IT!
"CHAOS ONLY USED THE NEGATIVE POWER OF THE EMERALDS. SONIC, YOU SHOULD BE ABLE TO HARNESS THEIR REAL POWER!
"NEGATIVE FORCES AREN'T THE ONLY WAY TO EMPOWER THE EMERALDS!"

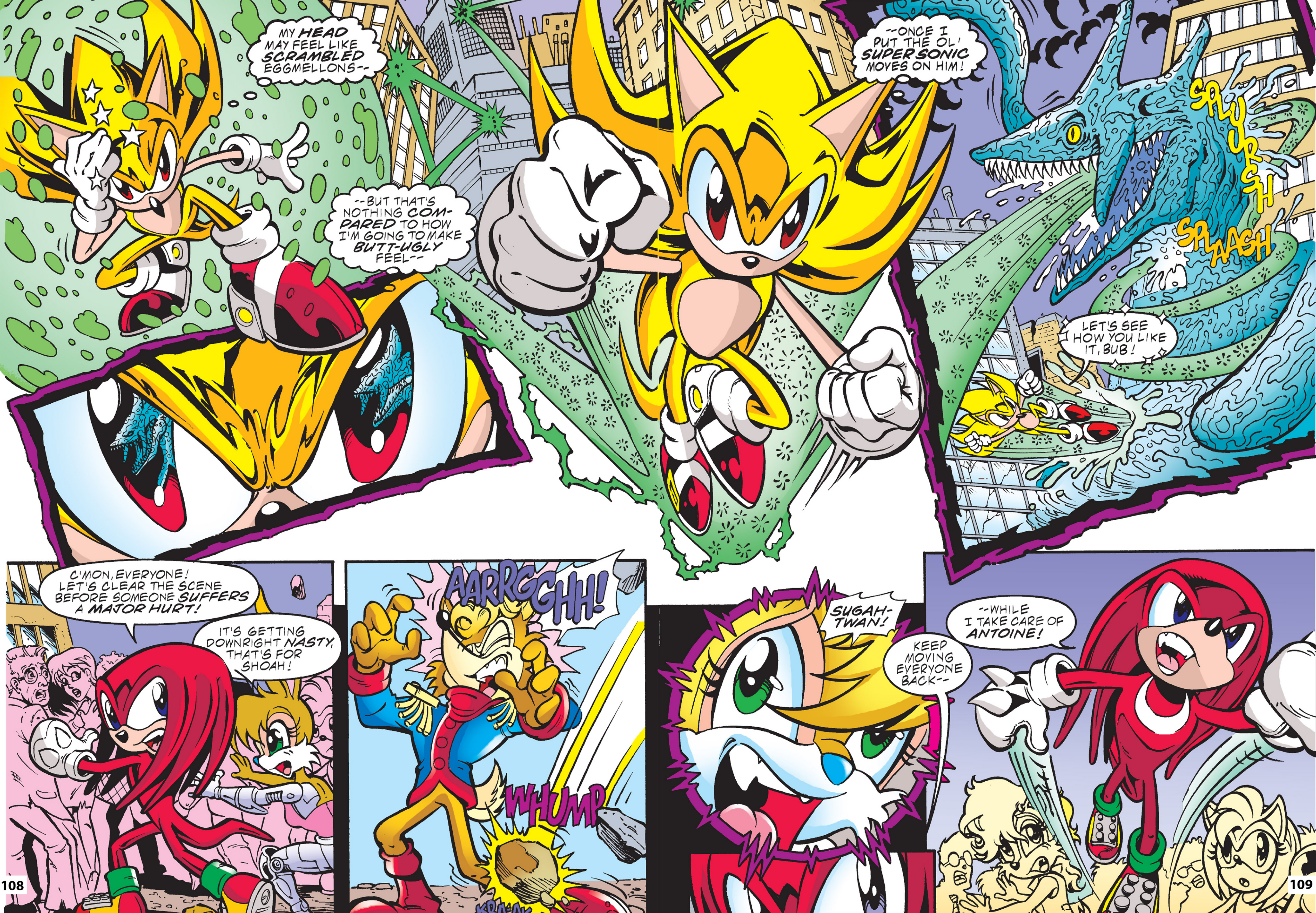

"OUR POSITIVE FEELINGS TOWARD EACH OTHER CAN MAKE THEM WORK.
"OUR HEARTS TOGETHER FORM AN AWESOME POWER."
I DON'T BELIEVE IT!
YOU'D BETTER, TAILS--YOUR BUD'S BEEN TRANSFORMED INTO...SUPER SONIC!

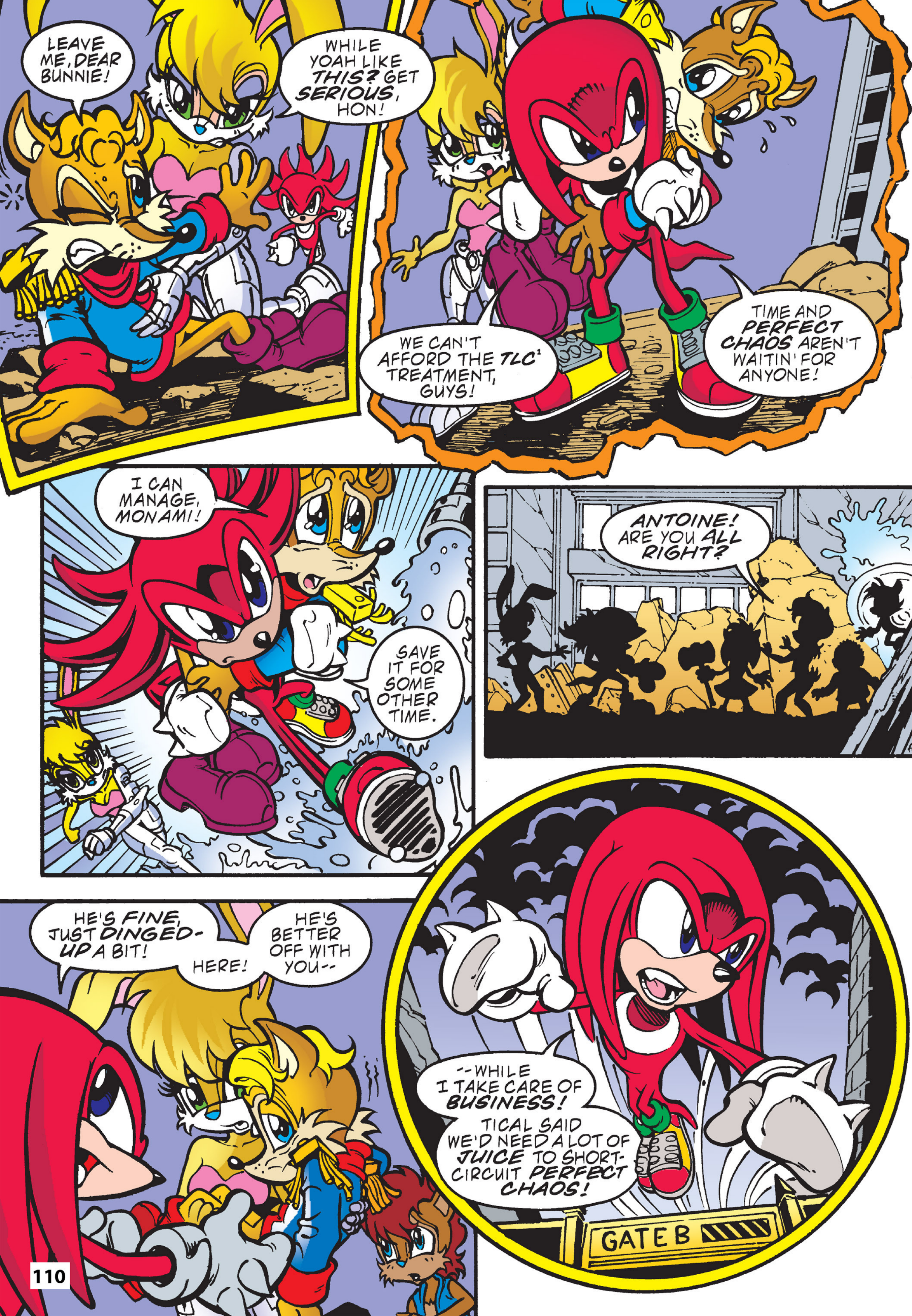

STAY BACK, EVERYBODY--I'LL HANDLE THIS!
OKAY, UGLY! YOU WANTED A FIGHT--
--YOU'VE GOT ONE!
SPLISH
UNGH! THESE RAGING RIPTIDES INSIDE OF CHAOS ARE NO JOKE!
TIME FOR THE OL' HEDGEHOG TO WHIP UP A WHIRLPOOL--

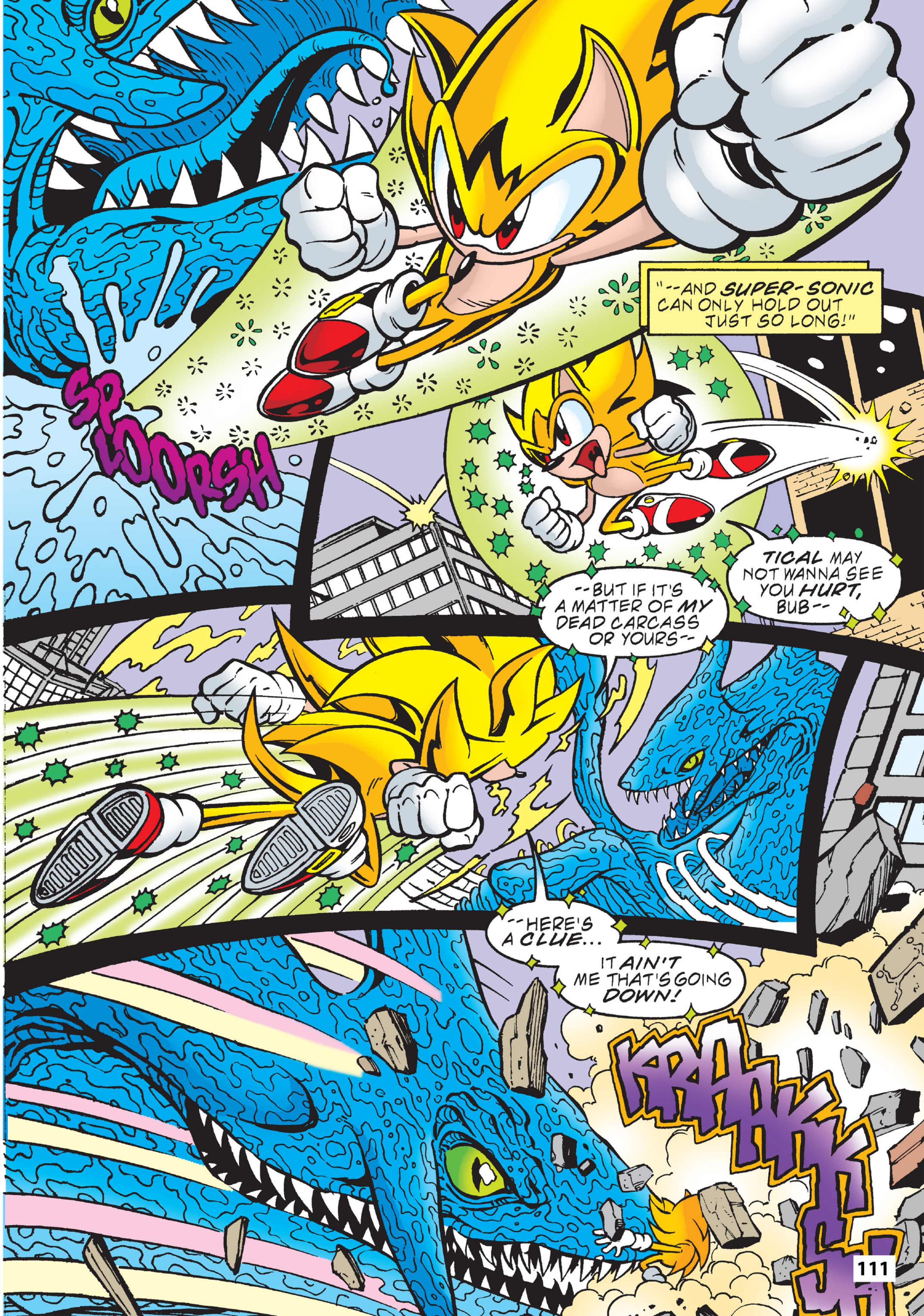

"...AND PUT A TOTALLY NEW *SPIN* ON THE *SITUATION!*"
RURGLL?
KER-SPLOOSH
IT *WORKED!*
WHAT'D YOU JUST *DO?*
SUPER-SONIC-- YOUR *SKILLS* HAVE DEBILITATED 'CHAOS *ENOUGH* FOR US TO SAP ITS *MIGHT*.
UH... I DON'T *THINK* SO, TICAL! AS A MATTER OF *FACT*--

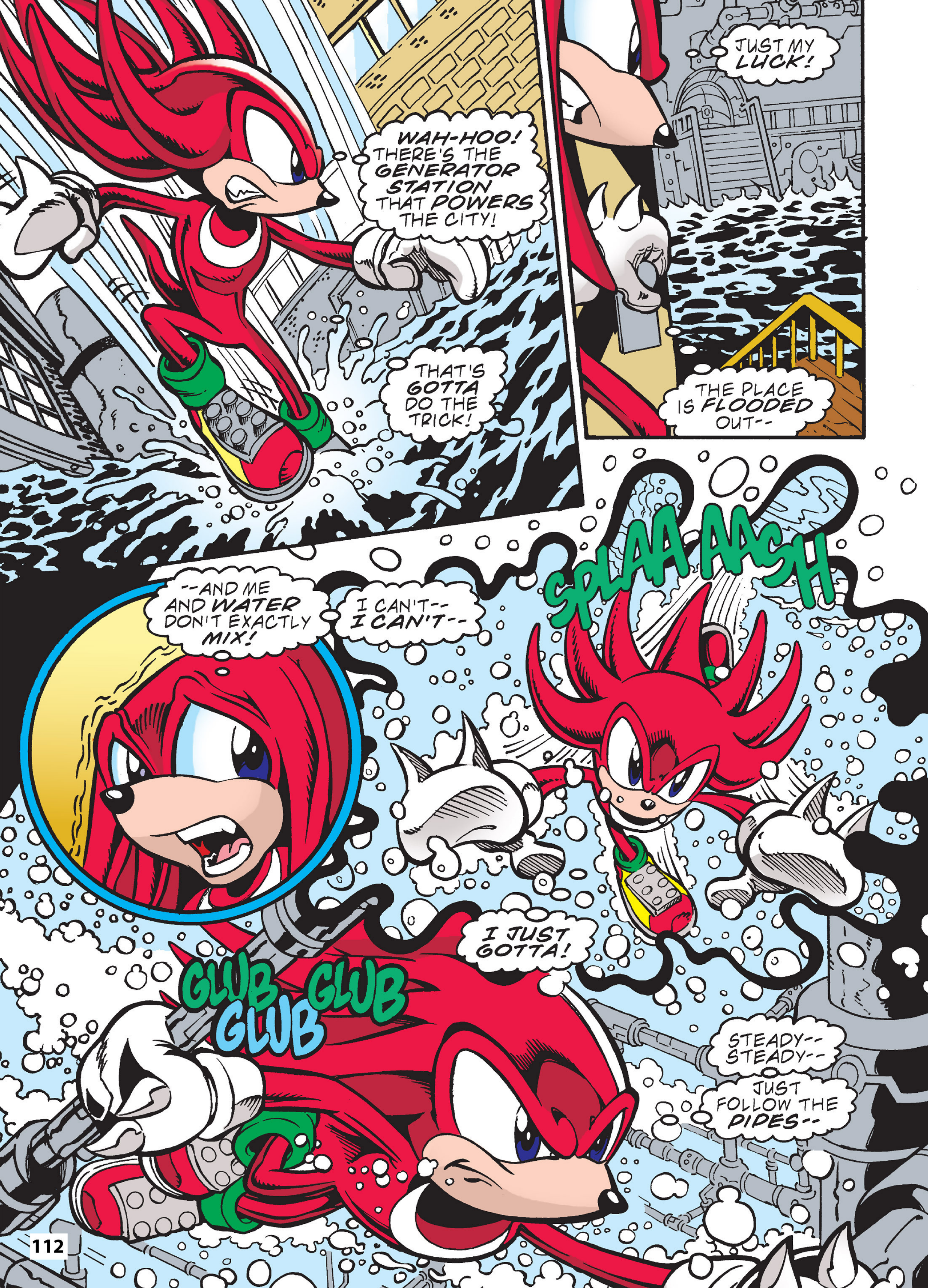

--I THINK I *ONLY* MADE CHAOS ***ANGRIER!***

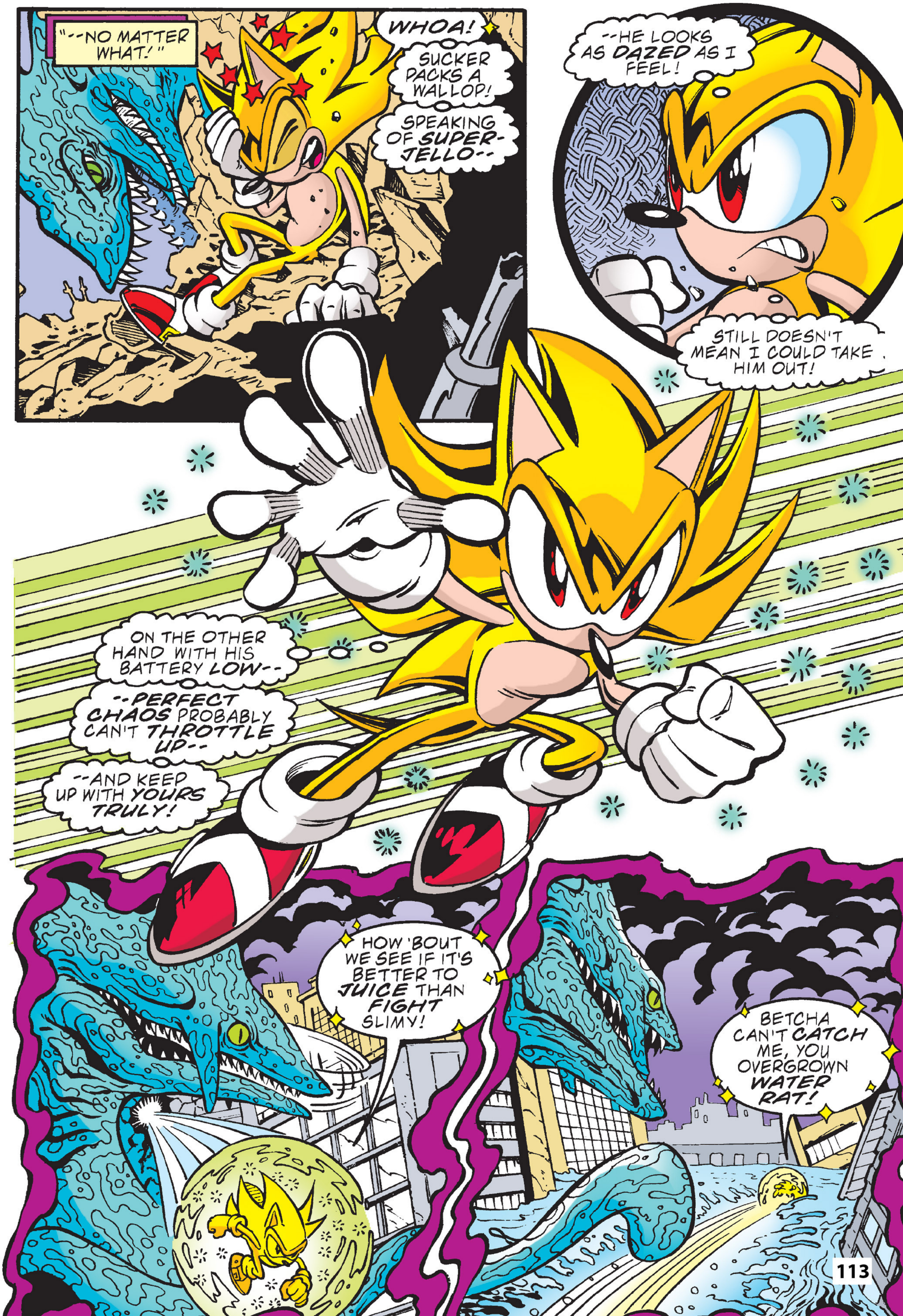

WITHIN THE HIDDEN CITY OF THE ANCIENTS WE FIND SOME FAMILIAR FIGURES WATCHING AS AN ENRAGED CHAOS STRIKES BACK AT THE CAUSE OF HIS ANGER--
YEEOOWW!
BTHUUUM
KRAAKKSH
PERFECT CHAOS

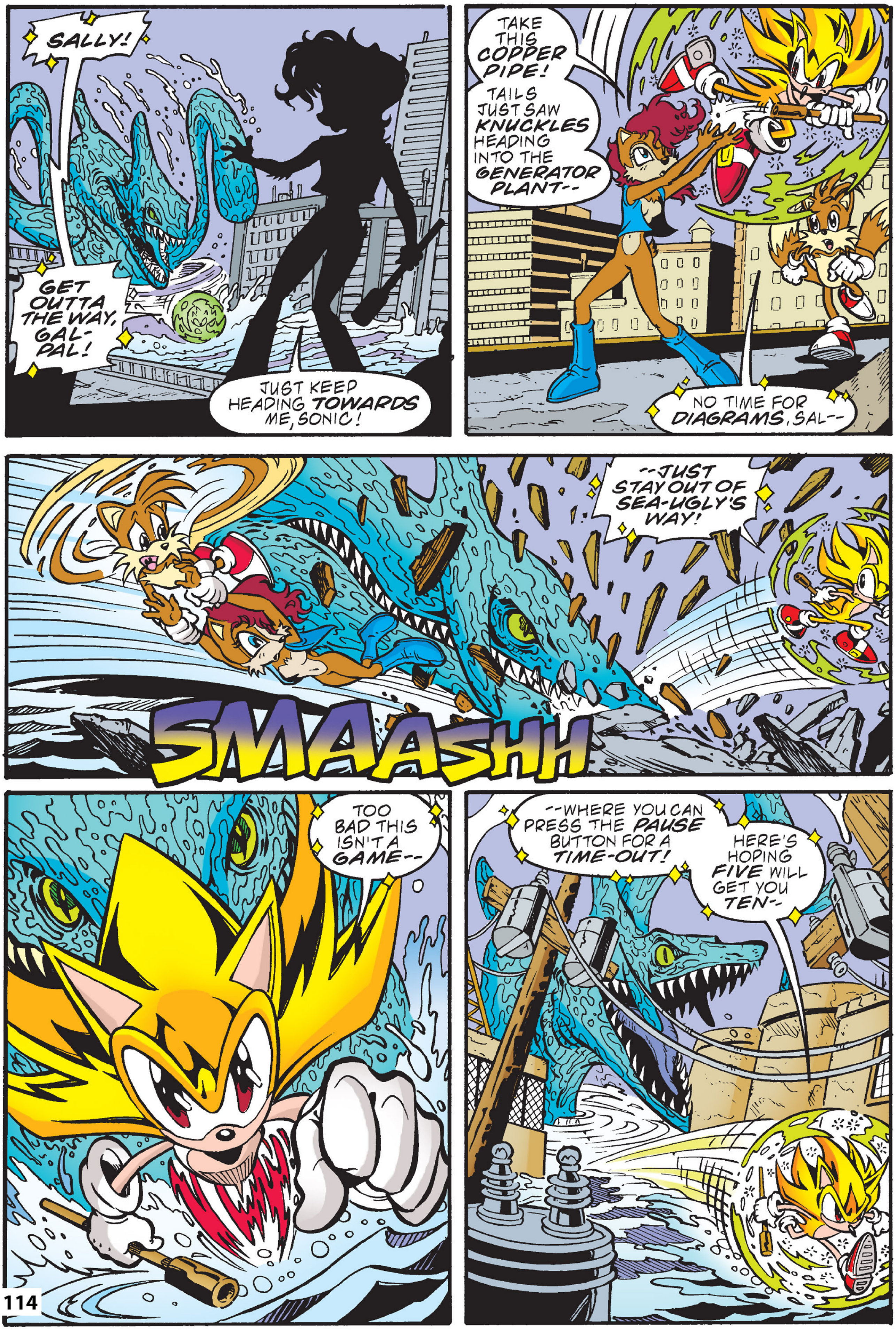

MY HEAD MAY FEEL LIKE SCRAMBLED EGGMELLONS--
--BUT THAT'S NOTHING COMPARED TO HOW I'M GOING TO MAKE BUTT-UGLY FEEL--
--ONCE I PUT THE OL' SUPER SONIC MOVES ON HIM!
SPLURSH
SPLAASH
LET'S SEE HOW YOU LIKE IT, BUB!
C'MON, EVERYONE! LET'S CLEAR THE SCENE BEFORE SOMEONE SUFFERS A MAJOR HURT!
IT'S GETTING DOWNRIGHT NASTY, THAT'S FOR SHOAH!
AARRGGHH!
WHUMP
SUGAH-TWAN!
KEEP MOVING EVERYONE BACK--
--WHILE I TAKE CARE OF ANTOINE!

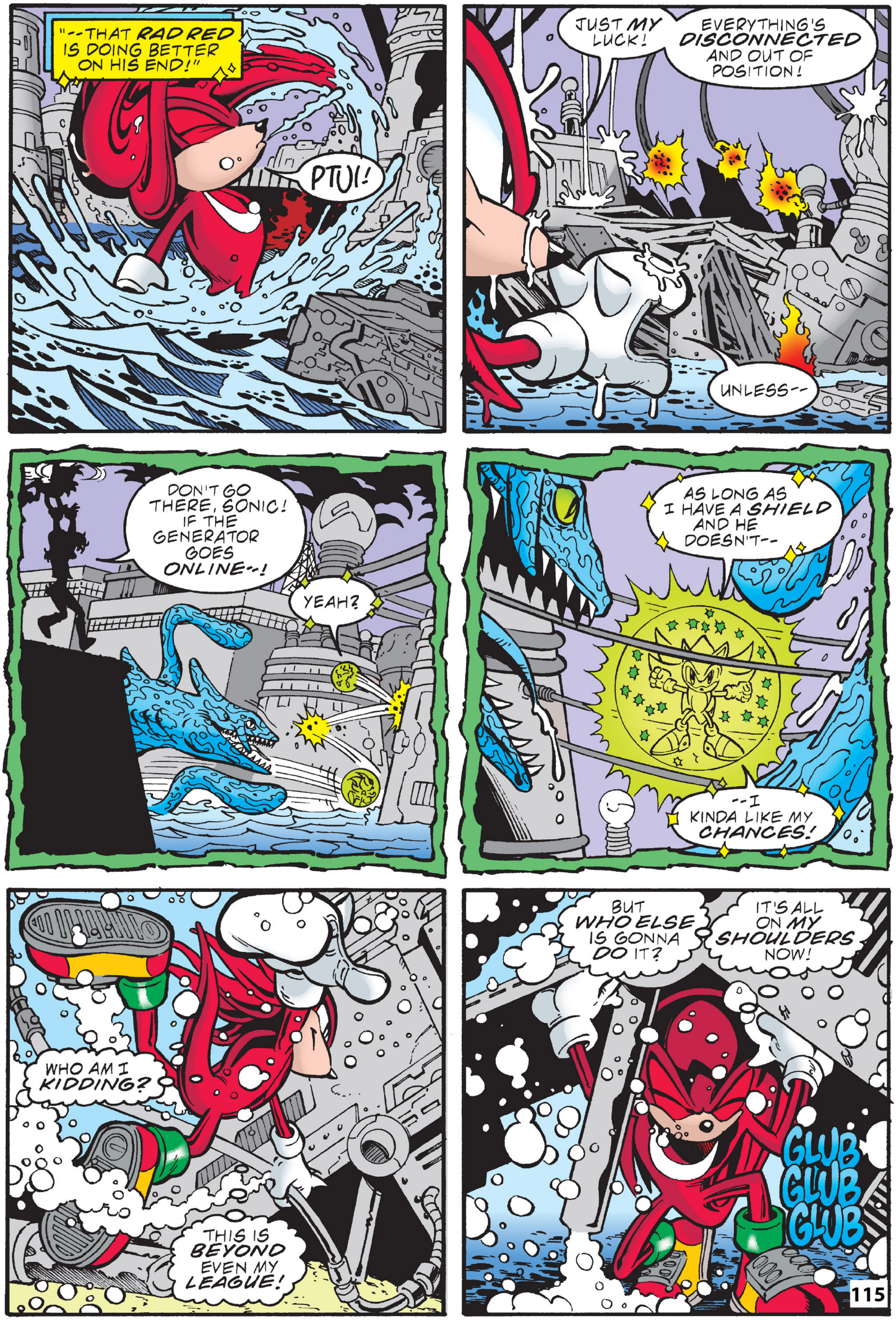

LEAVE ME, DEAR BUNNIE!
WHILE YOAH LIKE *THIS?* GET *SERIOUS*, HON!
WE CAN'T AFFORD THE *TLC*² TREATMENT, GUYS!
TIME AND *PERFECT CHAOS* AREN'T WAITIN' FOR ANYONE!
I CAN MANAGE, MONAMI!
SAVE IT FOR SOME OTHER TIME.
ANTOINE! ARE YOU *ALL RIGHT?*
HE'S *FINE*, JUST *DINGED-UP* A BIT!
HERE!
HE'S BETTER OFF WITH YOU--
--WHILE I TAKE CARE OF *BUSINESS!*
TICAL SAID WE'D NEED A LOT OF *JUICE* TO SHORT-CIRCUIT *PERFECT CHAOS!*
GATE B

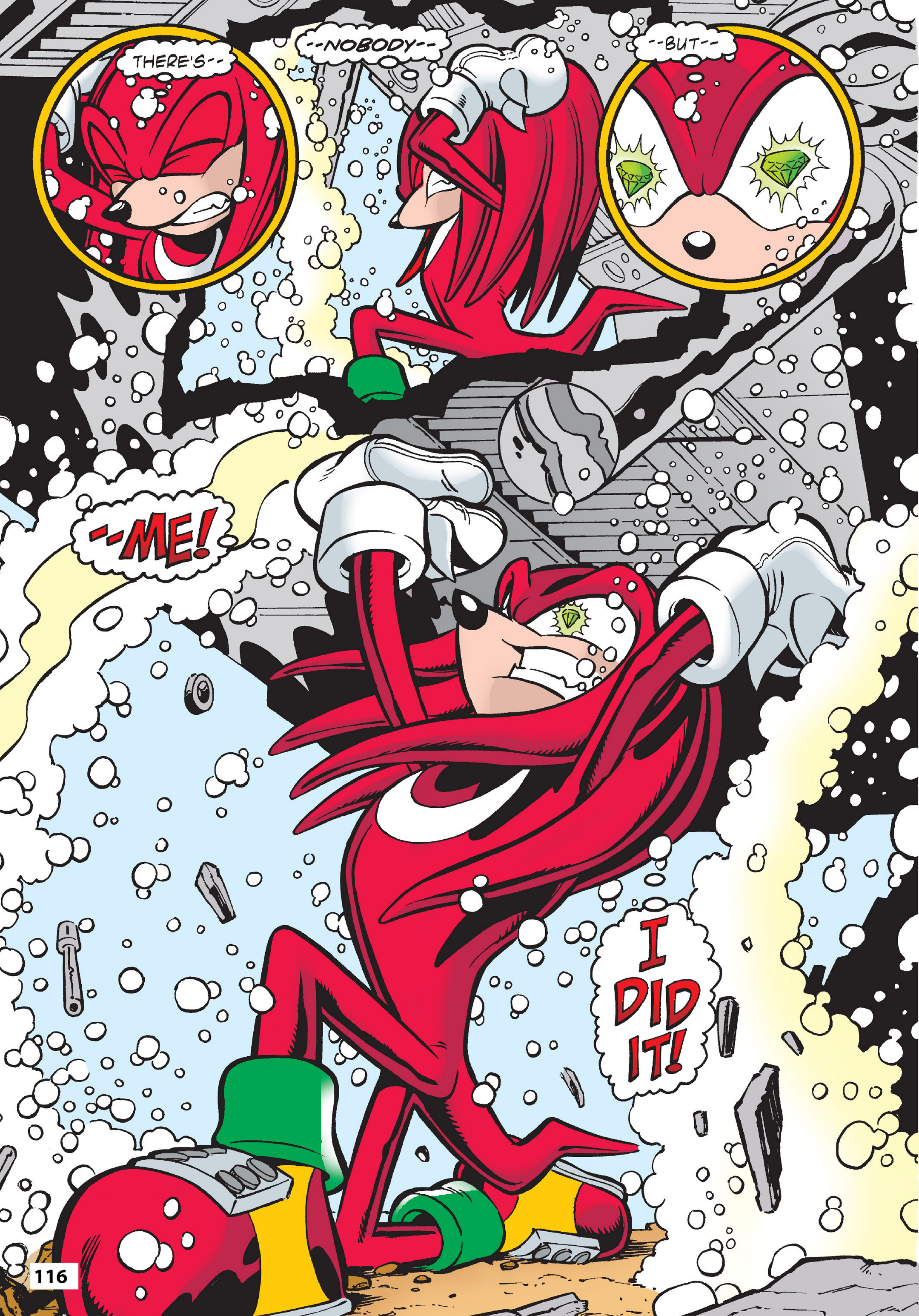

SPLOORSH
"--AND SUPER-SONIC CAN ONLY HOLD OUT JUST SO LONG!"
TICAL MAY NOT WANNA SEE YOU HURT, BUB--
--BUT IF IT'S A MATTER OF MY DEAD CARCASS OR YOURS--
--HERE'S A CLUE...
IT AIN'T ME THAT'S GOING DOWN!
KRAAKKKSH

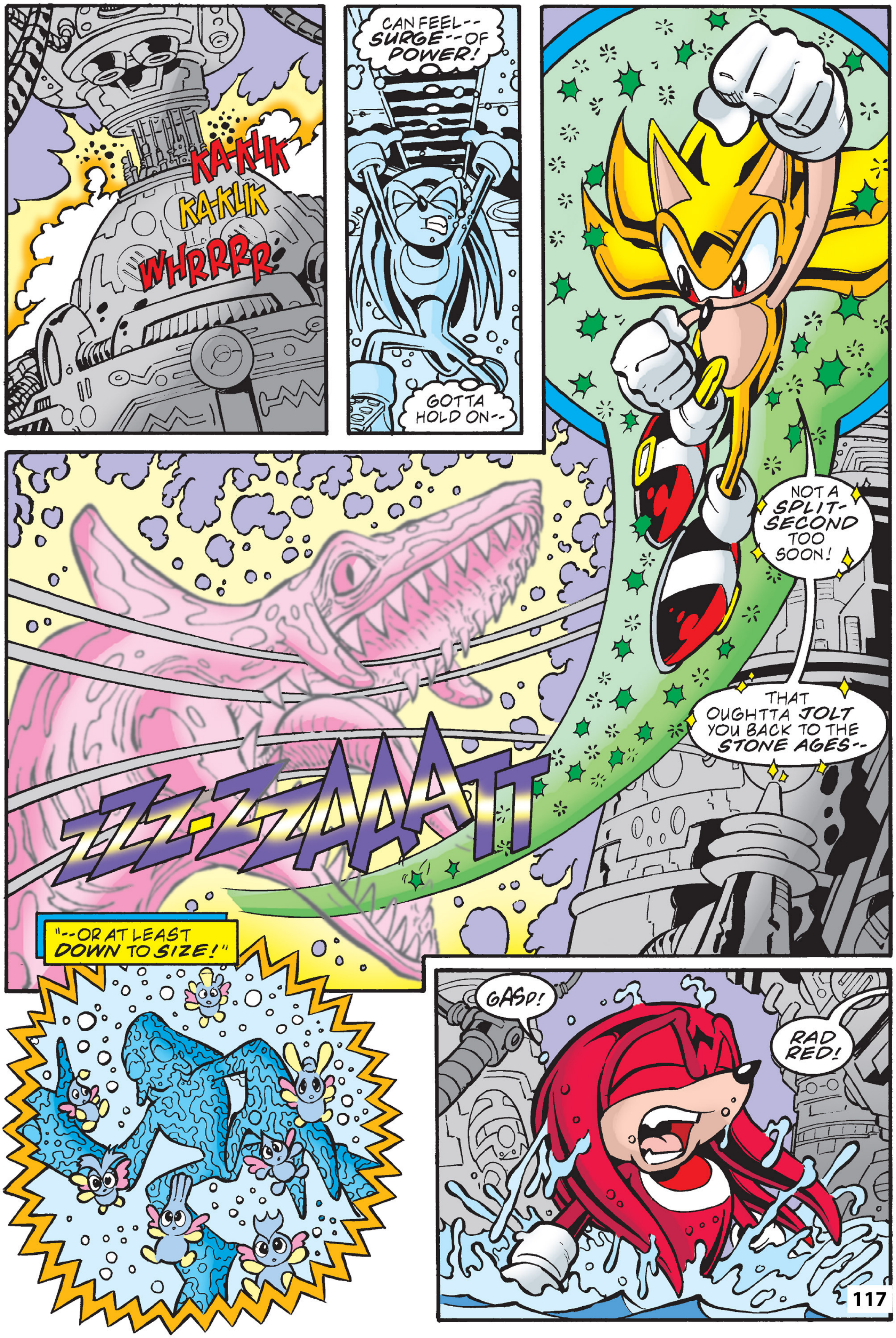

WAH-HOO! THERE'S THE GENERATOR STATION THAT POWERS THE CITY!
THAT'S GOTTA DO THE TRICK!
JUST MY LUCK!
THE PLACE IS FLOODED OUT--
--AND ME AND WATER DON'T EXACTLY MIX!
I CAN'T-- I CAN'T--
SPLAAAAASH
I JUST GOTTA!
GLUB GLUB GLUB
STEADY-- STEADY--
JUST FOLLOW THE PIPES--

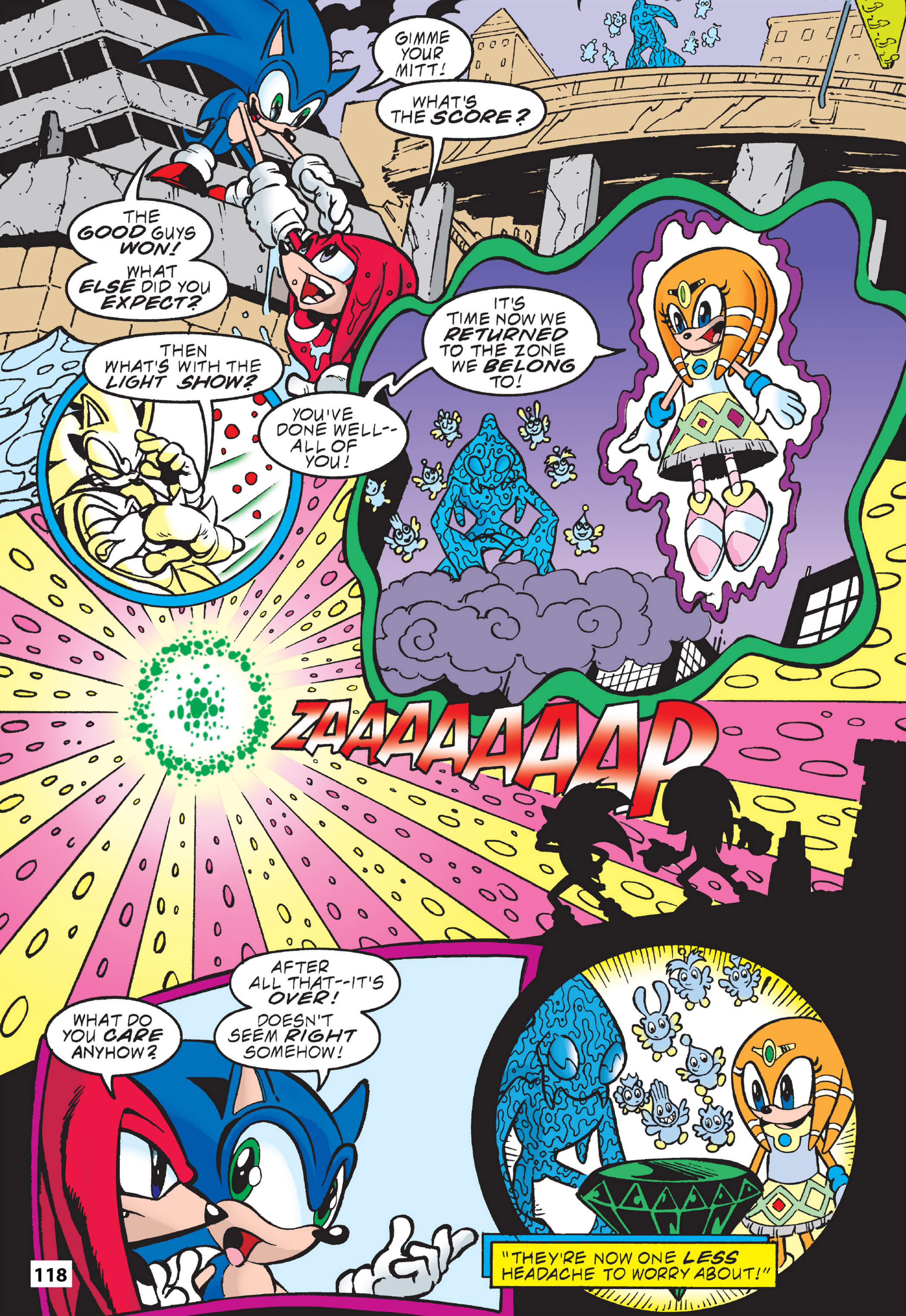

"--NO MATTER WHAT!"
WHOA!
SUCKER PACKS A WALLOP!
SPEAKING OF SUPER-JELLO--
--HE LOOKS AS DAZED AS I FEEL!
STILL DOESN'T MEAN I COULD TAKE HIM OUT!
ON THE OTHER HAND WITH HIS BATTERY LOW--
--PERFECT CHAOS PROBABLY CAN'T THROTTLE UP--
--AND KEEP UP WITH YOURS TRULY!
HOW 'BOUT WE SEE IF IT'S BETTER TO JUICE THAN FIGHT SLIMY!
BETCHA CAN'T CATCH ME, YOU OVERGROWN WATER RAT!

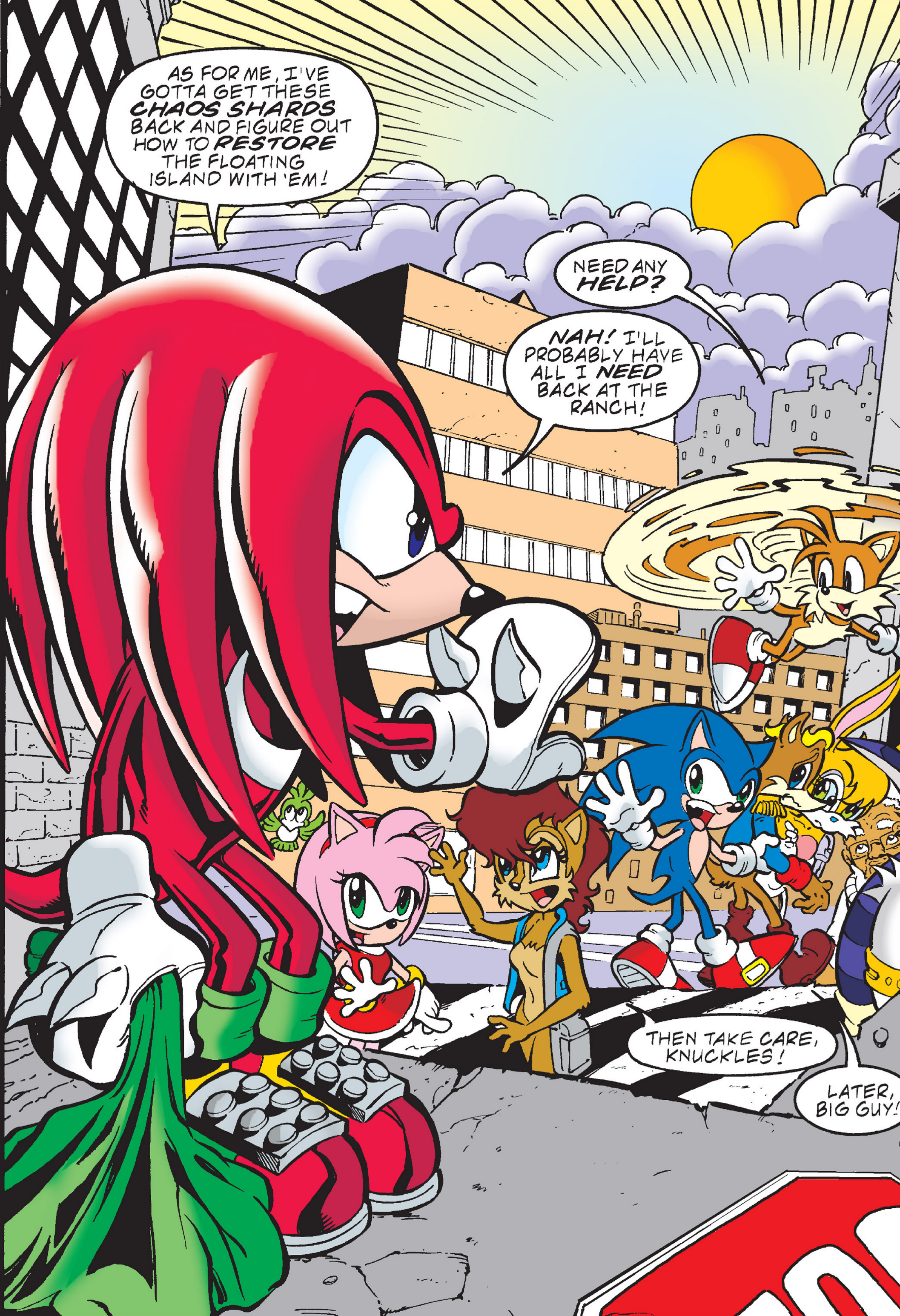

SALLY!
GET OUTTA THE WAY, GAL-PAL!
JUST KEEP HEADING TOWARDS ME, SONIC!
TAKE THIS COPPER PIPE! TAILS JUST SAW KNUCKLES HEADING INTO THE GENERATOR PLANT--
NO TIME FOR DIAGRAMS, SAL--
--JUST STAY OUT OF SEA-UGLY'S WAY!
SMAASHH
TOO BAD THIS ISN'T A GAME--
--WHERE YOU CAN PRESS THE PAUSE BUTTON FOR A TIME-OUT!
HERE'S HOPING FIVE WILL GET YOU TEN--


"--THAT *RAD RED* IS DOING BETTER ON HIS END!"
PTUI!
JUST *MY* LUCK!
EVERYTHING'S *DISCONNECTED* AND OUT OF POSITION!
UNLESS--
DON'T GO THERE, SONIC! IF THE GENERATOR GOES *ONLINE*--!
YEAH?
AS LONG AS I HAVE A *SHIELD* AND HE DOESN'T--
--I KINDA LIKE MY *CHANCES!*
WHO AM I *KIDDING?*
THIS IS *BEYOND* EVEN MY *LEAGUE!*
BUT *WHO ELSE* IS GONNA *DO* IT?
IT'S ALL ON *MY SHOULDERS* NOW!
GLUB GLUB GLUB


THERE'S--
--NOBODY--
--BUT--
--ME!
I DID IT!


KA-KLIK
KA-KLIK
WHRRRR
CAN FEEL-- SURGE--OF POWER!
GOTTA HOLD ON--
NOT A SPLIT-SECOND TOO SOON!
THAT OUGHTTA JOLT YOU BACK TO THE STONE AGES--
ZZZ-ZZZAAATT
"--OR AT LEAST DOWN TO SIZE!"
GASP!
RAD RED!

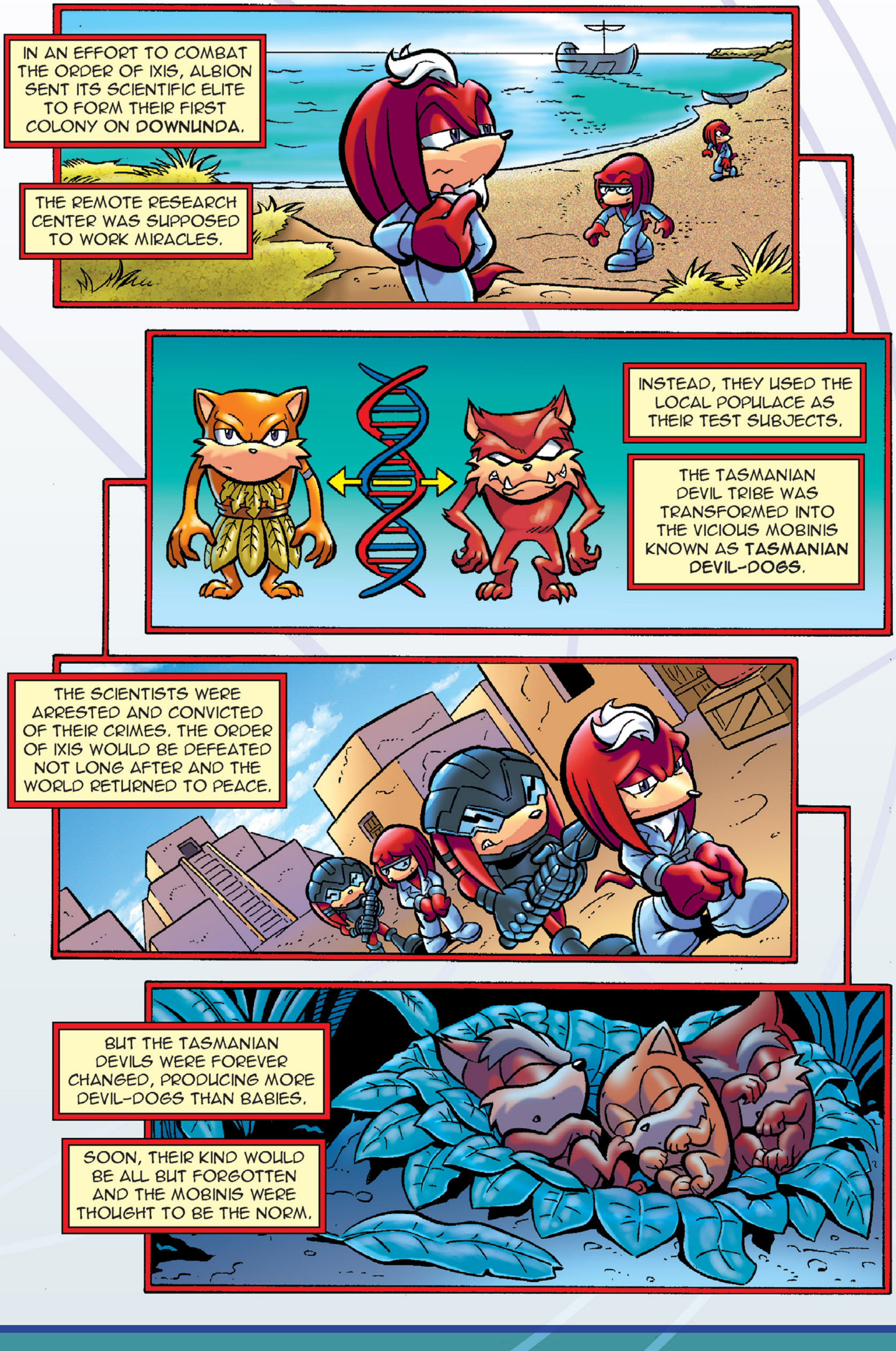

GIMME YOUR MITT!
WHAT'S THE SCORE?
THE GOOD GUYS WON! WHAT ELSE DID YOU EXPECT?
THEN WHAT'S WITH THE LIGHT SHOW?
IT'S TIME NOW WE RETURNED TO THE ZONE WE BELONG TO!
YOU'VE DONE WELL-- ALL OF YOU!
ZAAAAAAAAP
WHAT DO YOU CARE ANYHOW?
AFTER ALL THAT--IT'S OVER! DOESN'T SEEM RIGHT SOMEHOW!
"THEY'RE NOW ONE LESS HEADACHE TO WORRY ABOUT!"


AS FOR ME, I'VE GOTTA GET THESE **CHAOS SHARDS** BACK AND FIGURE OUT HOW TO **RESTORE** THE FLOATING ISLAND WITH 'EM!
NEED ANY **HELP?**
NAH! I'LL PROBABLY HAVE ALL I **NEED** BACK AT THE RANCH!
THEN TAKE CARE, KNUCKLES!
LATER, BIG GUY!

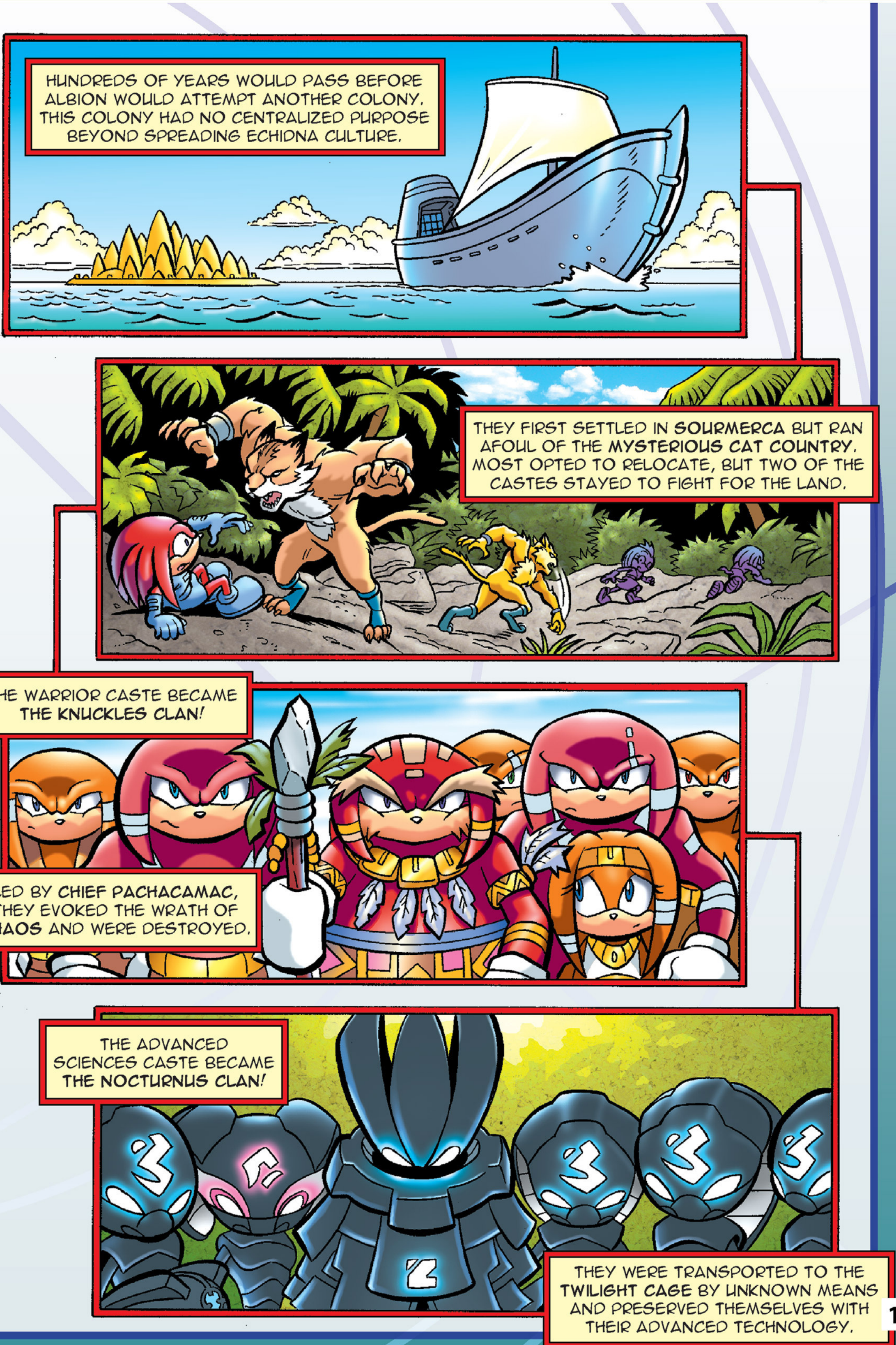
SONIC SUPER SPECIAL PRESENTS MOBIUS TIMELINE

ACT 6 ALBION'S FIRST COLONY

Past


IN AN EFFORT TO COMBAT THE ORDER OF IXIS, ALBION SENT ITS SCIENTIFIC ELITE TO FORM THEIR FIRST COLONY ON **DOWNUNDA**.
THE REMOTE RESEARCH CENTER WAS SUPPOSED TO WORK MIRACLES.
INSTEAD, THEY USED THE LOCAL POPULACE AS THEIR TEST SUBJECTS.
THE TASMANIAN DEVIL TRIBE WAS TRANSFORMED INTO THE VICIOUS MOBINIS KNOWN AS **TASMANIAN DEVIL-DOGS**.
THE SCIENTISTS WERE ARRESTED AND CONVICTED OF THEIR CRIMES. THE ORDER OF IXIS WOULD BE DEFEATED NOT LONG AFTER AND THE WORLD RETURNED TO PEACE.
BUT THE TASMANIAN DEVILS WERE FOREVER CHANGED, PRODUCING MORE DEVIL-DOGS THAN BABIES.
SOON, THEIR KIND WOULD BE ALL BUT FORGOTTEN AND THE MOBINIS WERE THOUGHT TO BE THE NORM.

ACT 7 KNUCKLES & NOCTURNUS CLANS



HUNDREDS OF YEARS WOULD PASS BEFORE ALBION WOULD ATTEMPT ANOTHER COLONY. THIS COLONY HAD NO CENTRALIZED PURPOSE BEYOND SPREADING ECHIDNA CULTURE.

THEY FIRST SETTLED IN **SOURMERCA** BUT RAN AFOUL OF THE **MYSTERIOUS CAT COUNTRY**. MOST OPTED TO RELOCATE, BUT TWO OF THE CASTES STAYED TO FIGHT FOR THE LAND.

THE WARRIOR CASTE BECAME **THE KNUCKLES CLAN**!

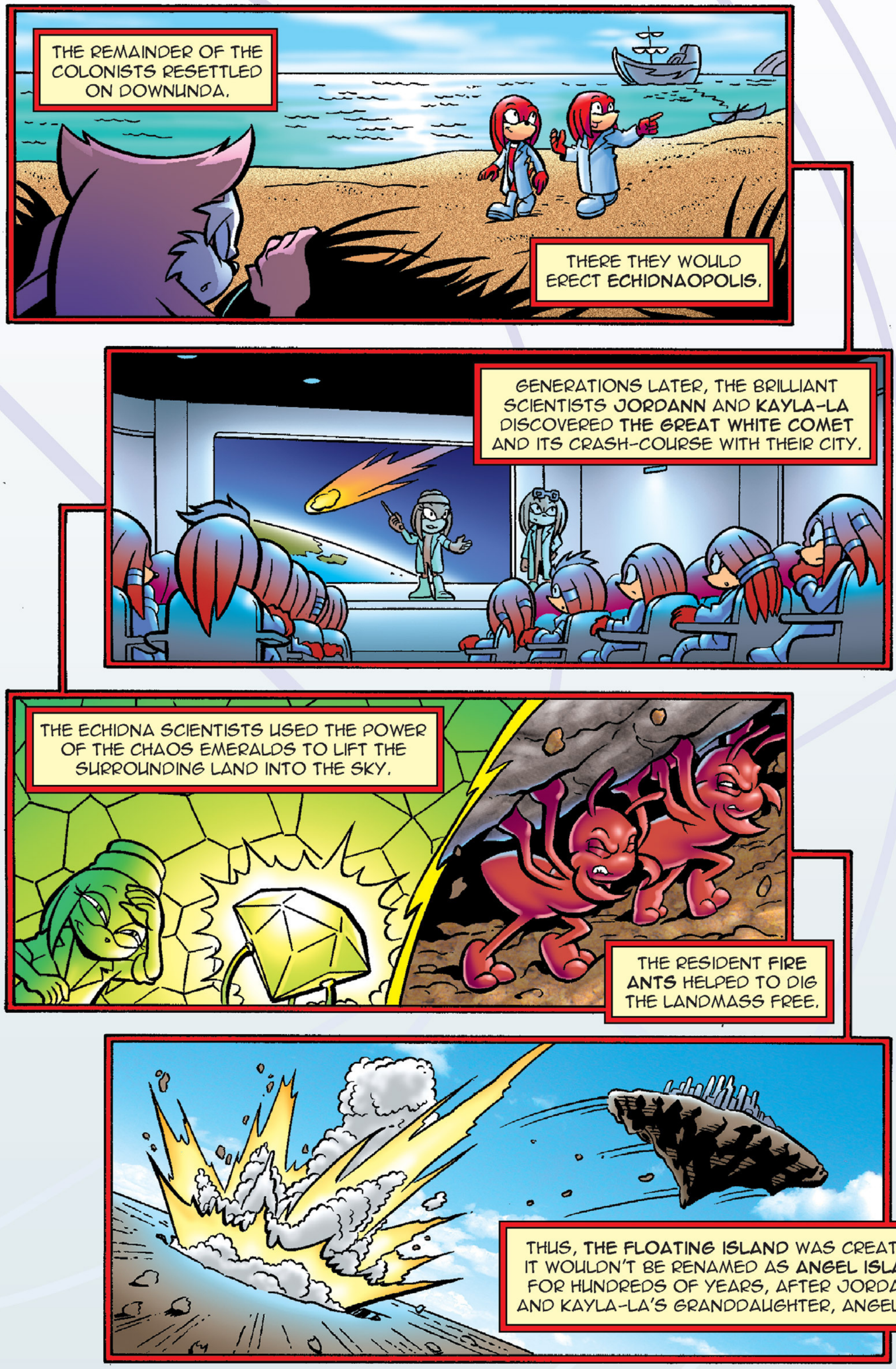
LED BY **CHIEF PACHACAMAC**, THEY EVOKED THE WRATH OF **CHAOS** AND WERE DESTROYED.

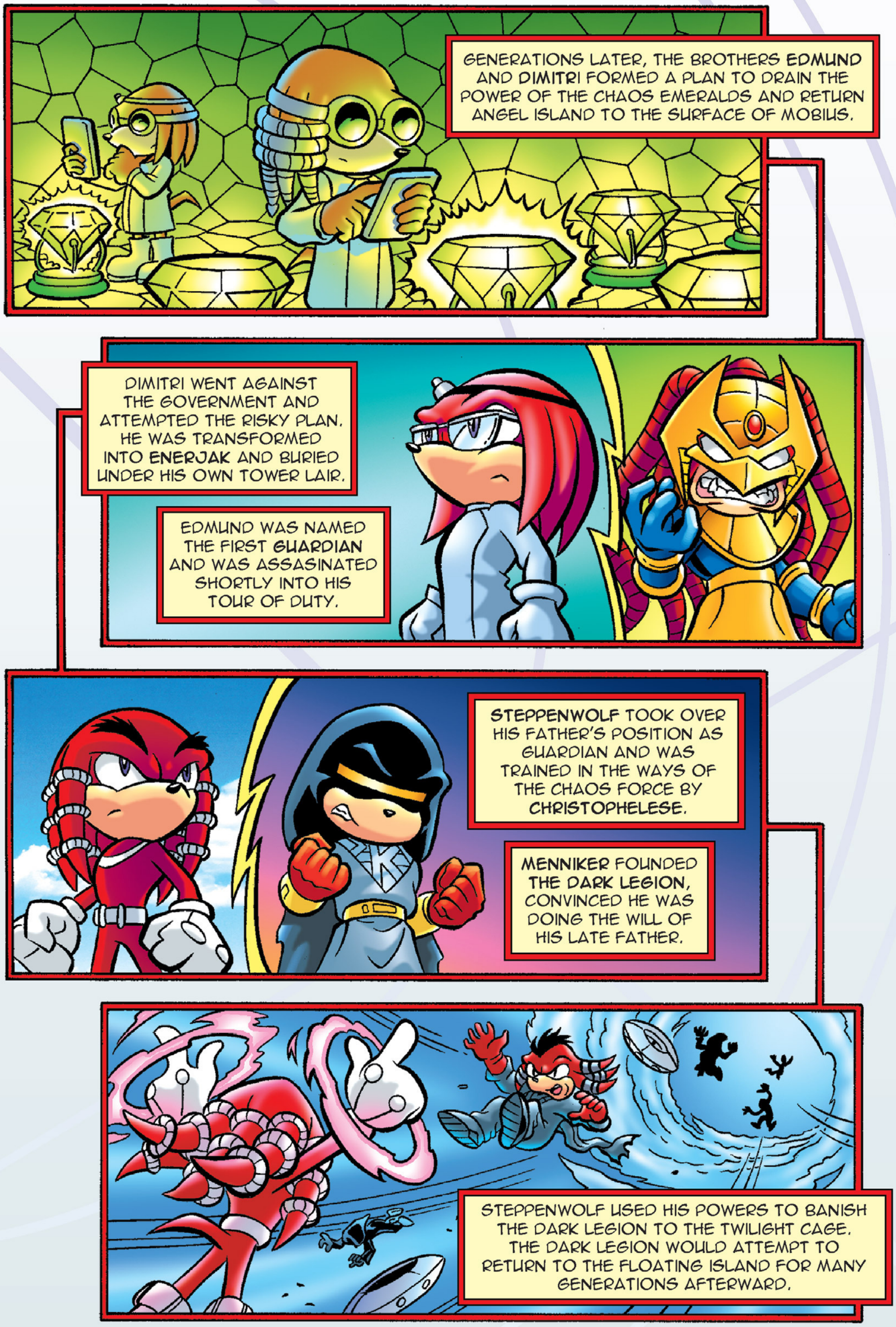
THE ADVANCED SCIENCES CASTE BECAME **THE NOCTURNUS CLAN**!

THEY WERE TRANSPORTED TO THE **TWILIGHT CAGE** BY UNKNOWN MEANS AND PRESERVED THEMSELVES WITH THEIR ADVANCED TECHNOLOGY.

MOBIUS TIMELINE

ACT 8 ISLAND IN THE SUN


THE REMAINDER OF THE COLONISTS RESETTLED ON DOWNUNDA.
THERE THEY WOULD ERECT **ECHIDNAOPOLIS.**
GENERATIONS LATER, THE BRILLIANT SCIENTISTS **JORDANN** AND **KAYLA-LA** DISCOVERED **THE GREAT WHITE COMET** AND ITS CRASH-COURSE WITH THEIR CITY.
THE ECHIDNA SCIENTISTS USED THE POWER OF THE CHAOS EMERALDS TO LIFT THE SURROUNDING LAND INTO THE SKY.
THE RESIDENT **FIRE ANTS** HELPED TO DIG THE LANDMASS FREE.
THUS, **THE FLOATING ISLAND** WAS CREATED! IT WOULDN'T BE RENAMED AS **ANGEL ISLAND** FOR HUNDREDS OF YEARS, AFTER JORDANN AND KAYLA-LA'S GRANDDAUGHTER, ANGEL-LA.



GENERATIONS LATER, THE BROTHERS **EDMUND** AND **DIMITRI** FORMED A PLAN TO DRAIN THE POWER OF THE CHAOS EMERALDS AND RETURN ANGEL ISLAND TO THE SURFACE OF MOBIUS.

DIMITRI WENT AGAINST THE GOVERNMENT AND ATTEMPTED THE RISKY PLAN. HE WAS TRANSFORMED INTO **ENERJAK** AND BURIED UNDER HIS OWN TOWER LAIR.

EDMUND WAS NAMED THE FIRST **GUARDIAN** AND WAS ASSASINATED SHORTLY INTO HIS TOUR OF DUTY.

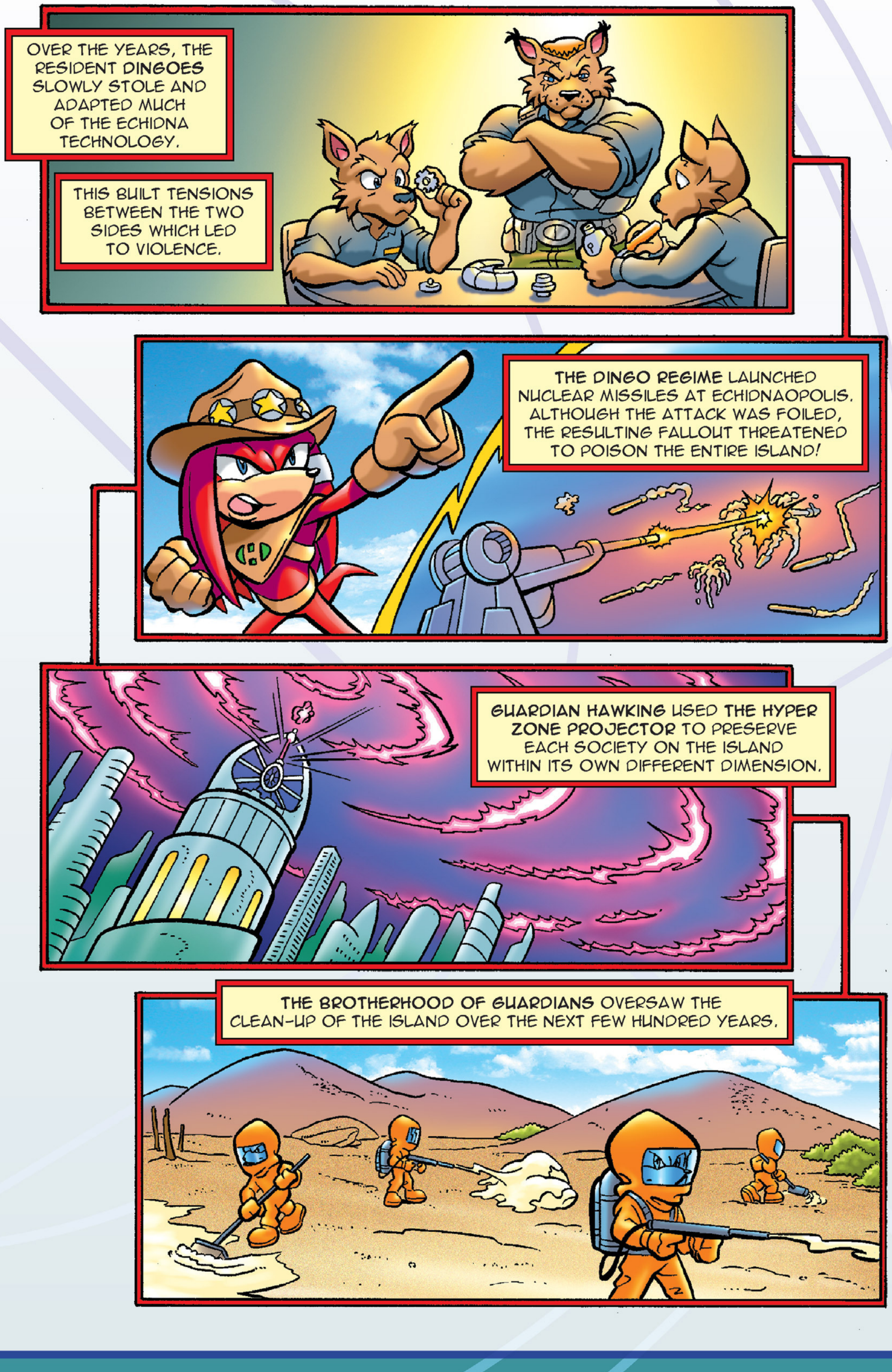
STEPPENWOLF TOOK OVER HIS FATHER'S POSITION AS GUARDIAN AND WAS TRAINED IN THE WAYS OF THE CHAOS FORCE BY **CHRISTOPHELESE**.

MENNIKER FOUNDED **THE DARK LEGION**, CONVINCED HE WAS DOING THE WILL OF HIS LATE FATHER.

STEPPENWOLF USED HIS POWERS TO BANISH THE DARK LEGION TO THE TWILIGHT CAGE. THE DARK LEGION WOULD ATTEMPT TO RETURN TO THE FLOATING ISLAND FOR MANY GENERATIONS AFTERWARD.

MOBIUS TIMELINE

ACT 10 NUKING ANGEL ISLAND



OVER THE YEARS, THE RESIDENT **DINGOES** SLOWLY STOLE AND ADAPTED MUCH OF THE ECHIDNA TECHNOLOGY.

THIS BUILT TENSIONS BETWEEN THE TWO SIDES WHICH LED TO VIOLENCE.

THE DINGO REGIME LAUNCHED NUCLEAR MISSILES AT ECHIDNAOPOLIS. ALTHOUGH THE ATTACK WAS FOILED, THE RESULTING FALLOUT THREATENED TO POISON THE ENTIRE ISLAND!

GUARDIAN HAWKING USED **THE HYPER ZONE PROJECTOR** TO PRESERVE EACH SOCIETY ON THE ISLAND WITHIN ITS OWN DIFFERENT DIMENSION.

THE BROTHERHOOD OF GUARDIANS OVERSAW THE CLEAN-UP OF THE ISLAND OVER THE NEXT FEW HUNDRED YEARS.

INTERVIEW WITH - TRACY YARDLEY! - ARTIST -

SSSM: Tracy, you've been working on Sonic the Hedgehog and Sonic Universe for 6 years now, can you tell us a little about what got you into drawing comics?

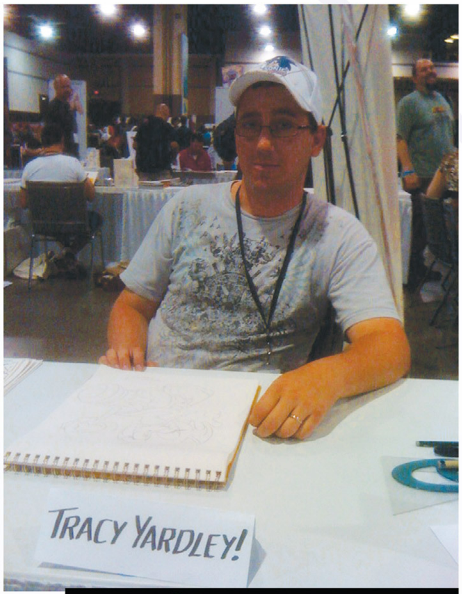
TY: Ever since I was little I've enjoyed drawing, and I've always enjoyed cartoons and comics. I've never really wanted to do anything else, so I took all the art classes I could in high school and then went on to study art and comics in particular in college. My inspirations come from syndicated comic strips, European comic art styles, both Japanese and American animation, and video games. I've taken bits and pieces from all these different things and incorporated them into my own art style.

SSSM: What drew you (pun fully intended) to wanting to draw for the Sonic the Hedgehog comics?

TY: When I was in the 6th grade back in 1991, the first Sonic game came out and I was instantly hooked. I've been a fairly devoted fan ever since, collecting most of his games (and actually finding time to beat a few of them!) I found the original Sonic miniseries that Archie published way back when at my local drugstore and I was mesmerized by the wonderful and incredibly lively cartooning. Actually drawing the comics wasn't something I thought would actually ever happen, but after tons of hard work and being ready when the opportunity came along, I was happy to step up and continue giving life to one of my fondest childhood memories.

SSSM: You recently wrote the "Babylon Rising" story, just wrapping up in Sonic Universe #33-36. How did that story come about? Can you give us a little bit of insight into your writing process?

TY: Well, even though I've never played the "Sonic Riders" games, I very much like the idea and the style of the Babylon Rogues. From what I know of their story, it seemed a little out there, so I tried to come up with a way to bring it into the Archie-Sonic continuity in a way that seemed natural and to tie the Rogues closer to the Battle Bird Armada, which Ian had already been building up to in past issues.


TRACY YARDLEY!

TRACY YARDLEY!
PICTURED HERE TAKING A MUCH-DESERVED BREAK FROM SKETCHING AT HEROES CON!

I pitched the idea to Paul and asked for Ian's insights and blessings back in October of 2010. So, for about six months, I mulled the story over in my head, refining it. Then I worked out the script on paper before I'd type up my final drafts. All the while I was working closely with Ian on how to make all the elements fit in with what he was doing with the other Sonic book. In fact, it's a little spooky how well his ideas and mine were able to sync up to make the story come out as it did and still make sense with all the other plots he had going. I guess great minds think alike (and ours do too.)

SSSM: You've drawn countless Sonic pages over the years, are there any characters that you feel particularly

DID YOU KNOW...

Both Tracy and writer Ian Flynn were in attendance at the 2011 "Summer of Sonic" Convention in the UK! Tracy said of the event: "I also had the awesome experience of seeing SegaSonic giants, Yuji Naka and Takashi Iizuka live on stage and hearing Jun Senoue give a rocking performance of some classic Sonic theme songs. And I got to hang out with Ian Flynn in a different country!!! Overall, it was amazing and I hope I get the chance to do it again sometime."

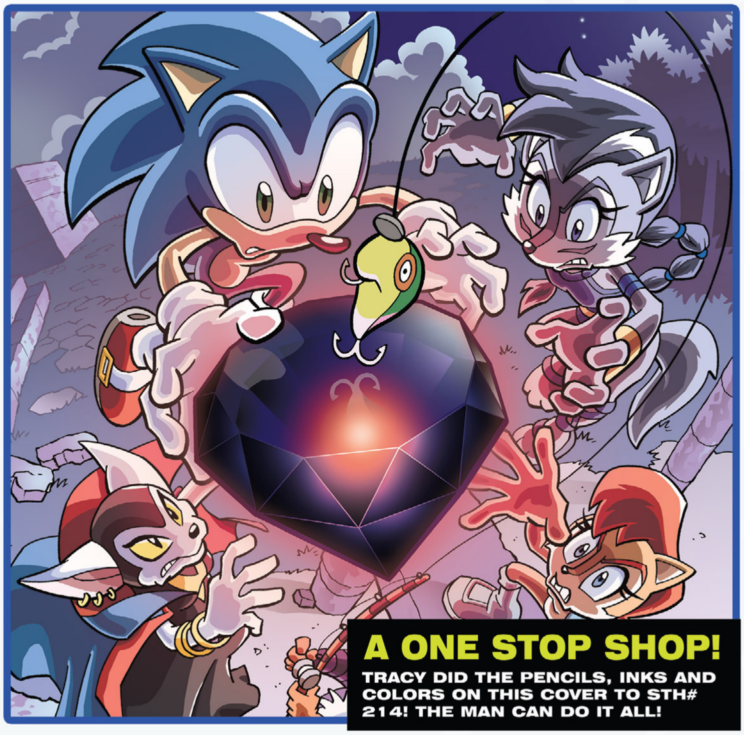
comfortable drawing?

TY: Every character has their little quirks that can be tough to draw sometimes. Since the characters all seem so simple, it's really easy for them come out looking wrong if you make a small mistake. This is especially true for Sonic, but overall I'm certain I've drawn him many more times than most of the other characters and I feel pretty comfortable drawing him.

SSSM: Finally, you recently attended the Savannah Children's Book Festival, can you tell us a little bit about it?

TY: Every year in Savannah, Georgia, the Live Oak Public Library system hosts a gathering of local and national children's book authors and illustrators. This year was the first in which they included comic book artists and authors in the festival. As they should, because, as Mike Pellerito will gladly climb onto a soapbox to tell you, comics are a valid and useful tool to encourage children to read.

We had wonderful weather and hundreds of people came to the park to meet the authors and look at the books. Much like a comic book convention, I sat at a table, greeting Sonic fans and doing sketches. A good time was had by all, and I hope the list of attending comic creators grows in years to come.■



A ONE STOP SHOP!

TRACY DID THE PENCILS, INKS AND COLORS ON THIS COVER TO STH# 214! THE MAN CAN DO IT ALL!

SUPER SELECTS

OUR TOP 5 FAVORITE STORIES DRAWN BY TRACY!

1
BIRTHDAY BASH
One: GIVING AND RECEIVING

"BIRTHDAY BASH"
(STH#160) You never forget your first, and we certainly never forgot Tracy's debut Sonic story! As many fans recall, there was nothing like the awesomeness of "Croctobot"!

2
SONIC THE HEDGEHOG
225

"ONE STEP FORWARD..."
(STH#225) One of the most anticipated anniversary issues in Sonic history, Tracy showed us the attack on the Death Egg, the death of Sally Acorn, and the birth of "Genesis"! No one draws epic battles quite like Tracy Yardley!

3
SONIC THE HEDGEHOG
200th Issue
200

"TURNABOUT IS FAIR PLAY"
(STH#200) Speaking of epic battles, this showdown between Sonic and Eggman was intense! Featuring that shot of Eggman pulling out his mustache, which turned into one of the most iconic images of the entire series!

4
TREASURE TEAM TANGO
SONIC UNIVERSE

"TREASURE TEAM TANGO"
(SU#21-24) It was madness! It was melee! It was one of the most awesome super-brawls ever and the most fun you could have reading a comic book! Tracy's depictions of Bean's craziness are so hilarious, it's deadly!

5
SCOURGE: LOCK DOWN PART 1 OF 4
SONIC UNIVERSE
IT'S THE RETURN OF EVIL SONIC: SCOURGE!

"INSIDE JOB"
(SU#29-32) One look at the break-out spread from SU#32 and you'll see exactly why Scourge's Zone Jail adventures round out our top ten! Plus the Flying Frog flashback is an instant classic!